
BRADYGAMES®
OFFICIAL STRATEGY GUIDE
TAKE YOUR GAME FURTHER®
SUPREME™
COMMANDER
Written by Tim Bogenn
COVERS WINDOWS® XP SERVICE PACK 2/ VISTA.
BASED ON A GAME RATED BY THE ESRB
EVERYONE 10+
10+
AN RTS FROM CHRIS TAYLOR
THQ
GAS powered GAMES®

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THE INFINITE WAR

For a millennium, three opposing forces of humanity—the Cybran Nation, the Aeon Illuminate, and the United Earth Federation—have fought a bitter and bloody war over conflicting and unwavering systems of belief. There is no room for compromise. No room for mercy. No room for anything but the complete eradication of anyone with opposing belief systems.

Labeled the Infinite War, this horrific conflict has shattered a once peaceful galaxy and only served to deepen the hatred and schisms between the three factions. Now, after centuries of struggle, the battle for supremacy has at long last reached a turning point. You are a Supreme Commander, and only you have the power to bring the Infinite War to an end once and for all.

The fate of the galaxy is in your hands.

HOTKEYS

COMMANDS

Command	Key
Repair	R
Reclaim	E
Patrol	P
Attack	A
Capture	C
Stop	S
Dive	D
Ferry	F
Guard/Assist	I
Transport	U
Unit Pause	Z
Suicide Selected Units	CTRL-K
Attack Move	CTRL+ALT+RIGHT (mouse)
Launch Tactical Missile	L
Nuke	N
Cycle Fire State	Left Bracket
Move	M

GROUPS

Command	Key
Recall Group 1	1
Recall Group 2	2
Recall Group 3	3
Recall Group 4	4
Recall Group 5	5
Recall Group 6	6
Recall Group 7	7
Recall Group 8	8
Recall Group 9	9
Recall Group 10	10
Set Group 1	CTRL-1
Set Group 2	CTRL-2
Set Group 3	CTRL-3
Set Group 4	CTRL-4
Set Group 5	CTRL-5
Set Group 6	CTRL-6
Set Group 7	CTRL-7
Set Group 8	CTRL-8
Set Group 9	CTRL-9
Set Group 10	CTRL-10

CAMERAS

Command	Key
Zoom In	Q or roll mouse wheel Up
Zoom Out	W or roll mouse wheel Down
Zoom In Fast	SHIFT-Q
Zoom Out Fast	SHIFT-W
Track Unit	T
Track Unit On Mini Map	CTRL-SHIFT-T
Track Unit On 2nd Screen	CTRL-ALT-T
Reset Camera	V
Go To Commander	COMMA
Go To Idle Engineer	PERIOD
Camera Rotate At Ground Level	SPACEBAR (hold)

SELECTION

Command	Key
Select All Air Units	CTRL-A
Select All Naval Units	CTRL-S
Select All Land Units	CTRL-L
Select All Engineers	CTRL-B
Select All Nearest Idle Engineer	ALT-PERIOD
Cycle Through Idle Engineers	PERIOD
Select Commander	ALT-COMMA
Select All Units And Buildings	CTRL-X
Select All Units And buildings On Screen	CTRL-C
Select All Engineers On Screen	CTRL-PERIOD
Select All Factories On Screen	H
Select Nearest Factory	CTRL-SHIFT-L
Select Nearest Air Factory	CTRL-SHIFT-A
Select Nearest Naval Factory	CTRL-SHIFT-S

UI

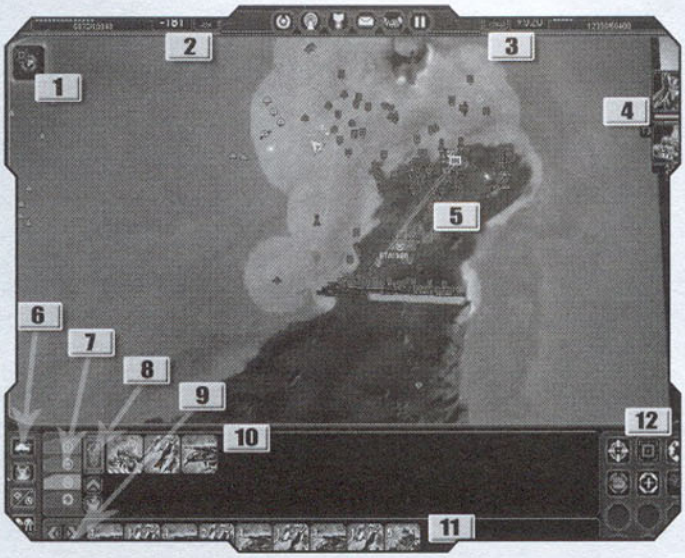
Command	Key
Open The Escape Menu	ESC
Toggles The UI On/Off	CTRL+ALT+F1
Toggles Life Bars On/Off	ALT-L
Toggle Military Overlay	CTRL-W
Toggle Defense Overlay	CTRL-E
Toggle Economy Overlay	CTRL-R
Toggle Intel Overlay	CTRL-T
Rename Unit	CTRL-N
Split Screen On	HOME
Split Screen Off	END
Scroll Up Through Chat History (By Page)	PAGE UP
Scroll Down Through Chat History (By Page)	PAGE DOWN
Allied Chat (Default)	ENTER or SHIFT+ENTER (Then Select Allied Button)
Global Chat (All)	ENTER or SHIFT+ENTER
Rotate Layout	ALT-UP ARRROW
Rotate Layout	ALT-DOWN ARROW
Map Info	F1
Toggle Scores	F2
Toggle Transmission Log	F3
Toggle Diplomacy Window	F4
Toggle Connectivity Window	F11

GAME

Command	Key
Pause Game	PAUSE
Screen Shot	CTRL-F
Decreased Game Speed	NUM MINUS
Increased Game Speed	NUM PLUS
Reset Game Speed	NUM ASTERISK (*)

UNIT

GAME SCREEN



1: Objectives

Your current objectives appear in the top-left corner of the screen in Campaign Mode. Drag the mouse over the icon to read the objective. Right-click on the icon to pause the screen and receive objective details.

2: Mass Monitoring

The displays in the top-left corner of the screen are dedicated to your Mass Storage capacity/amount and Mass Economic Rate. The amount of Mass collected appears beside your current Mass capacity. You waste Mass by extracting and fabricating it, as well as by neglecting to use or store it. The second number is your capacity. Make sure this number is always higher than the first. You need to build Mass Storage to keep the second number slightly higher than the first number (the amount of Mass extracted).

Next to the Mass Meter is your Mass Economic Rate. You can click this toggle meter to switch between "Total Income" and "Efficiency Rating." To the right of this is an expanded display, which allows you to view income (green) and your expense (red).

3: Energy Monitoring

This is similar to Mass monitoring on the left side of the screen. It's similar information, but as it pertains to Energy. Energy is only created from Power Generators and from certain units. You must balance Energy used with Energy capacity. Energy is stored in Energy Storage structures.

4: ACU & Engineers

Right-click on this icon to quickly locate and center the map on your ACU. Click on the tab above the ACU icon to show and hide the ACU locator icon. Below the ACU icon is the Engineer locator icon. These work similarly to the ACU icon. Only the available Engineers appear on screen according to their class. Double-clicking on this icon selects all available Engineers. Different Tech level Engineers have their own icon here and line up in a vertical row when there's more than one. The number of available units in that Tech level appears below the Engineer graphic. Right-click in the Engineer icon to cycle through available Engineers of that class. When you assign units to groups, those group icons appear on this side of the screen, as well.

5: The Map

Mouse-wheel up and down to zoom in and out on an area of the map where the cursor is placed. Hold the Space Bar while moving the cursor to the top of the screen to see a ground camera view. Use the Arrow keys to move the camera from side to side and forward and backward while the Space Bar is held during ground view. See "Hotkeys" for more map controls. Hold the Shift key to view structure construction queues and movement and patrol routes. In this view, you can manipulate patrol routes and future construction placement using the Hand icon.

6: Mini Map & Info Overlays

From the top to the bottom, these toggle switches turn on and off the following overlays: Military view, Unit color, Economy view, Intelligence, Open and Close Mini Map. Military view shows the ranges of all your units. Intel view shows the range of your intelligence and counter-intelligence structures. Economy view shows the overall economic rate and the income and expense of individual units. Unit Color sets units to standard colors. Strategic Map toggles the Mini Map on and off.

7: Tech Level Buttons

Tech level units and structures above T1 can select a lower Tech level using these buttons. For instance, if you have a T3 Factory and you want to construct lower Tech level units, you would select that Tech level here and then choose the unit you want to construct in the construction menu. Also, T3 Engineers or Support Commanders can click on lowest button to access the T4 Experimental construction menu.

8: Upgrade

By selecting this button, ACUs and units like Shield Generators can access their upgrade menu.

9: Repeat & Pause Construction Orders

This button is active when a factory is selected. This toggle switch allows you to repeat build orders. The button to the right of this is the "pause order" command, and it will do exactly that. Build orders appear in the window to the right in the construction queue window.

10: Construction Menu (Build Options)

When an Engineer, ACU, Support Commander, or Factory is selected, its build menu appears in this window. Click on the unit in this window to order its construction. In a Factory, you can click on it multiple times to order more units. Hold Shift or Ctrl when you click to order five units at a time. If you right-click on the unit in this window, one unit of its kind will be removed from the construction queue. If you select a Mass Extractor, its icon appears in this construction menu window. You can upgrade the Mass Extractor by clicking on the icon in this construction menu (and not by clicking on the upgrade icon to the left of it).

11: Construction Queue Menu

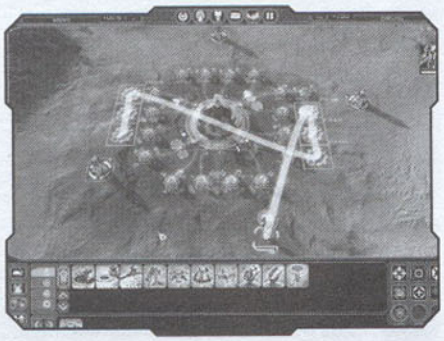
The units ordered at factories or in an Engineer's build queue appear in this window. As in the construction menu, you can right-click on the icons in this window to take particular units off the order. This is especially helpful if you have an Engineer performing a large order and realize that you do not need or can't afford him to build a particular unit in that order.

12: Unit-Specific Orders Menu

When any unit or structure is selected, its abilities and commands are accessible through this menu. If you aren't using hotkeys, this is where you would go to submerge a submarine, assist another unit, stop an attack or action, or create a patrol. This is also where you go to build missiles.

ARMORED COMMAND UNIT (ACU)

The ACU is your avatar on the battlefield. It is the primary unit in any faction's war machine. All units are created from this single command unit. The ACU is an Engineer and an instrument of destruction. To conquer an enemy, you vanquish the ACU; likewise, if your ACU is destroyed, it's game over for you.





ENGINEER, COMMANDER, AND FIGHTER

The ACU is a large exoskeleton many times larger than a normal human, yet operated by a single pilot. The ACU, before upgrades, is like a T1 Engineer and can build almost anything a T1 Engineer can. You can access higher Engineering Tech levels by upgrading your ACU's Engineering Suite. This is located on your ACU's Left Central Housing (LCH), which is his left arm. Once you have upgraded to the T2 Engineering Suite, the T3 Engineering Suite becomes available. With that installed, you can build everything a T3 Engineer can, including T4 Experimental Units.

Using the Energy from its onboard fusion reactor and an initial store of Mass, the ACU can build anything his Engineering Suite allows. The ACU also generates resources on its own, although on a much smaller scale of Mass Extractors or Power Generators. The ACU can construct factories, which can be ordered to construct Engineers, which in turn can construct much more complex structures.

For information on the different upgrades for ACUs of a particular faction, see the Units chapter of this guide. Keep in mind that, although you have three slots of ACU upgrades (Left and Right Central Housing and the Back), you can only choose one upgrade per slot (you have multiple upgrade choices that shape your ACU more toward being an Engineer or a fighting unit). You can always remove an upgrade through the same menu system if you decide to go in a different direction with your ACU.

Resource Allocation Upgrade

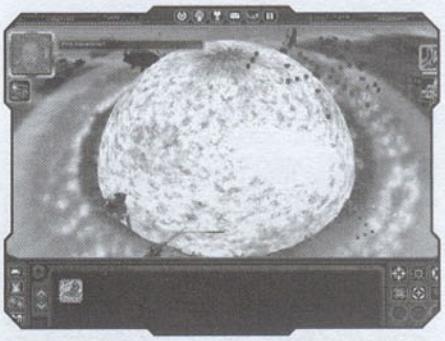
Every ACU and Support Commander has this upgrade and it's an interesting one. You can turn your ACU or Support Commander into a mobile Mass Fabricator and Power Generator all rolled into one. The Energy produced from your ACU is equal to one T2 plus one T3 Power Generator. You can produce Mass at a rate higher than a T3 Extractor, but without the loss of Energy to run it. The Aeon ACU is the only unit that has a second level of this upgrade; the "Advanced Resource Allocation Upgrade."



Support Commanders = Batteries

Once you reach a Tech level 3, all of your resource problems and balancing (except for storage) can be solved by summoning Support Commanders from a Quantum Gate. Imagine the Energy and Mass you could produce from an army of Support Commanders. And the nice thing is that they are compact, much more so than generators and fabricators. You could fit more under a Shield Generator, plus they could fight if necessary. Right off the assembly line, Support Commanders generate twice as much Mass and Energy naturally than your ACU!





DOA

Destruction of ACU causes a large thermonuclear explosion and costs you the game. Always be aware of your ACU's health. Have Engineers and Support Commanders help it repair. The death of a Support Commander is similar but not as devastating, which makes for an interesting strategy to use the Support Commanders as suicidal base bombers.

RESOURCE MANAGEMENT

Mass and Energy are the two forms of resources needed to build an effective army to fight the Infinite War. Mass is the essential building block of every unit and structure, while Energy is the power required to build and operate some units and structures. Both resources are collected from the surface of the planet via Mass Extractors, Fabricators, and Power Generators.

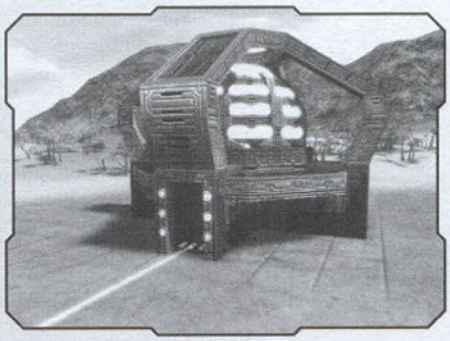
MASS

Mass is used to construct all the units in your war machine. There are four ways to collect Mass, but the most basic is through Mass Extractors built over Mass Deposits, which are highlighted areas on the map of the planet's surface. You can build Mass Extractors only over Mass Deposits. Once it's in place, it will collect for infinity unless destroyed. By upgrading the Extractor, it can dig deeper into the ground and more Mass can be collected per second.



Another way Mass can be collected is through reclamation. As units and buildings are destroyed, they leave behind wreckage that ACUs, Support Commanders, and Engineers can collect. They will do this automatically if such objects exist in their patrol route. "Reclaim" is one of the main commands available in these units' Command Menu. Trees and other vegetation can also be reclaimed.

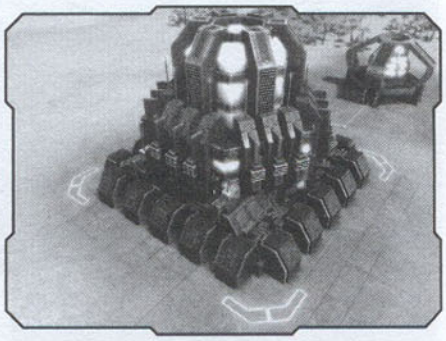
The third way you can collect Mass is through Mass Fabricators. These units cost more Energy to run and produce half the Mass as an Extractor; that is, until you build a T3 Fabricator that can kick out more Mass than a T3 Extractor. The advantage is that you can build as many as you like so long as you have the necessary Energy to run them. Consider building a Mass and Energy Farm. It's best to build Fabricators next to Power Generators for Energy efficiency. If your Energy flow is dangerously low, you can always turn off your Fabricators to save Energy, and then turn them back on when you've fixed the Energy crisis.



The fourth way to make Mass is to use the Resource Allocation upgrades available to your ACU and Support Commanders. These units already produce a little Mass and Energy without upgrades, but with the upgrades they can be just as resourceful as Fabricators and Generators (see our "Support Commanders = Batteries" tip)

ENERGY

There are three ways of producing Energy. You can build Power Generators, build Hydrocarbon Power Plants over Hydrocarbon deposits, and you can use the Resource Allocation upgrades available to ACUs and Support Commanders. Power Plants have three Tech levels, each one giving a higher performance. But producing Energy is not the only thing you should consider; as in real life, you should try to conserve Energy so you do not need to produce as much. Saving Energy is a feature in the game and it comes from a thing called "Adjacency Bonuses." More about that later.



MASS AND ENERGY STORAGE

What's worse than using more Energy than you need? The answer: throwing away Energy that you've worked so hard to produce. Mass and Energy are wasted when your production amount surpasses your storage amount. These numbers appear on the top-left and top-right of the gameplay screen. The first number represents production of Mass and Energy (respectively) and the second number represents your storage space. Build Mass Storage and Energy Storage units to raise the storage numbers.

Make sure that the storage number is always a bit larger than the production number. When Mass and Energy production units are damaged or destroyed, you can dip into storage until the crisis is over.



The construction of units and structures costs Mass and Energy. Some units and structures continually cost you Mass and Energy to run. Some large weapons cost Mass and Energy every time they are fired! The more you build, the more Mass and Energy you'll need to produce to keep things running. And as you grow, so will your need for more Mass and Energy producing structures. To help conserve Energy and Mass and reduce the need for extreme amounts of resource production structures, you need to understand "Adjacency Bonuses." Stay tuned for details.

ECONOMY MANAGEMENT

Producing and saving Mass and Energy, as well as building and expanding your empire all relates to economy. And economy is what it's all about. Each unit and structure you construct costs Mass and Energy; and usually the larger or higher the Tech level of the unit or structure, the higher the costs to build and operate. "It's about the economy, stupid," a famous US President once said.

INCOME

The rate at which resources are being produced—the green numbers you will find when looking at your Mass and Energy monitors.

EXPENSE

The rate at which resources are consumed—the red numbers in your Mass and Energy monitors.

NET INCOME

The difference between Income and Expense. Think of it as your paycheck after taxes.

STORAGE

"Storage" is Mass and Energy put away safely in structures and used only when net income of either resource is negative (in the red).

STALLED ECONOMY

When Mass and/or Energy Storage is at zero and the net income is negative. A stalled economy will result in major slowing of construction. To fix this, turn off resource-using structures that have an off or pause switch. Have all of your Engineers and ACU focus on building Mass Extractors, Fabricators, and/or Power Generators to kick the life back into your economy.

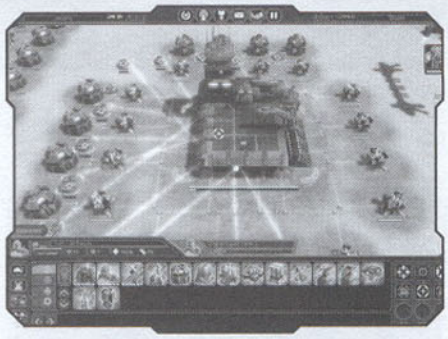
UNIT AND BUILDING COSTS

Always check out the Mass and Energy costs before building a unit or structure. This is displayed on-screen when you drag the mouse over a unit in the construction menu.

BUILD COST AND OPERATIONAL YIELD

Operational Yield is the continual operating cost of that unit or structure. If your economy cannot handle that strain, build it after you have generated more resources per second. For example: if your economy is balanced, building a T3 Shield Generator will likely put your energy in the red. Build a large generator before building the shield.

ADJACENCY BONUSES



You receive an Adjacency Bonus for constructing Power Generators next to factories and other Energy consuming structures or weapons. This is also true for placing Mass Fabricators next to structures that continually consume Mass. The amount of the bonus that you receive is directly related to the number of Generators or Fabricators you place right next to the structure. Building Storage Units next to either a Fabricator, Generator, or Extractor increases the amount of recource collected.

Each side amounts to 25% of the total bonus allowed. So if one of your factories has Power Generators completely covering one side only, the factory will receive 25% of the bonus. The bonus equates to conservation. The factory will use less Mass or Energy to run. Two covered sides result in a 50% bonus, three generates a 75% bonus, and all four sides give you the full bonus. The number of Power Generators required to cover each side of the factory depends on each generator's size, which is determined by its Tech level and the size of the building.

Adjacency Drawback

The downside to building everything so close together is the domino effect. If one building blows, it will cause a chain reaction and many other surrounding buildings and generators will go up with it. Weigh the risk and determine what is best for you—the economic bonus or the safety of separation.

REBUILDING BONUS



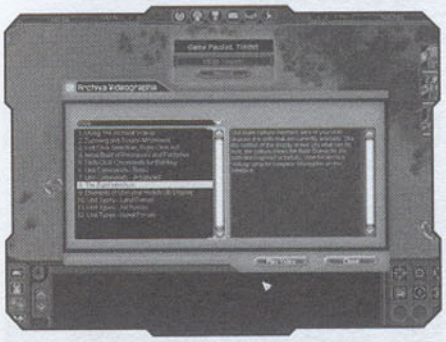
You receive a construction bonus if one of your buildings is destroyed and you build the exact same building in the same spot. The bonus is a reduction in the Mass and Energy costs to construct that building. You'll see the building being constructed in almost half the time it takes to build the same building elsewhere.

CONTROL

For great lessons on the basic operation and advanced controls, select "Tutorials" from the Supreme Commander main menu. These video tutorials are very useful for beginners. They explain elements of the game that could take you days to figure out on your own. Watch them. Soak up the info and perform the techniques learned using Skirmish mode before trying the Campaign or going online to play others. If you choose "Sandbox" mode in Skirmish, you can explore building and upgrades without an enemy on the map. You can also adjust the game speed to build and collect resources faster, and reach the higher Tech levels more quickly.



One of the most important lessons in the tutorial is on the "one click" commands. The basic way to issue a command is to click the appropriate command button and then click on the target object or location.



The quicker way to command is to right-click on the object or unit to use the context-sensitive cursor to order the most obvious command. For example: if you select an Engineer and right-click an object, it will "assist" the target. If you select fighting machines and right-click enemies, they'll attack.

ACU, ENGINEERS, AND SUPPORT COMMANDERS

ACU

The ACU is the most important unit in the game. It also has the greatest number of options available in a command system.



Armored Command Unit Commands

Orders	Description
Move	Orders your ACU to move to a specific location.
Attack	Orders your ACU to attack a specific unit or building.
Patrol	Orders your ACU to patrol a specific area.
Stop	Halts your ACU's current action.
Assist	A dual-purpose command, your ACU can guard a unit or building, or assist an Engineer with its construction.
Hold Fire/Return Fire	Changes the ACU's combat status. It will aggressively engage the enemy.
Pause	Pauses construction.
Overcharge	Overcharges your ACU's primary weapon; once charged, it can destroy almost any other unit in the game.
Reclaim	Orders your ACU to collect specified resources on the battlefield.
Capture	Orders your ACU to capture the specified structure.
Repair	Orders your ACU to repair units or buildings.

The ACU has almost all the same build options as a T1 Engineer. The ACU cannot build Mass or Energy Storage, Hydrocarbon Power Plants, or any intelligence gathering devices (sonar or radar). However, the ACU can build twice as fast as the T1 Engineer and can also fight. Your ACU can even expand its building options by upgrading its Engineering Suite to T2, and then T3 if you desire to use your ACU in this capacity. Then he'll have access to all the construction options of a T3 Engineer, including T4 Experimental units.

ENGINEER

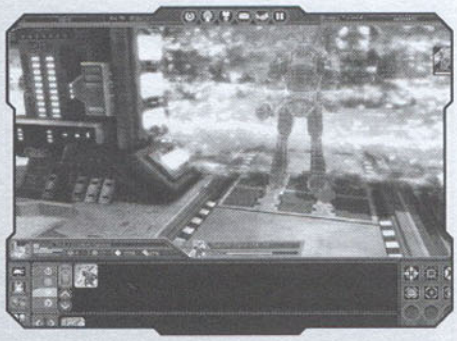


The Engineer can build, assist, repair, and reclaim. A T1 Engineer will always be a T1; you cannot upgrade an Engineer. To get higher levels of Engineers, you must upgrade any factory to a T2 or T3 factory, and then order the production of a T2 or T3 Engineer. Although your already existing lower Tech Engineers cannot build the new higher level structures, they can still assist higher level Engineers as they build. Engineers can also assist factories to speed up the production of orders. The more Engineers assisting a factory, the faster the production becomes.

If you have a group of Engineers assist a single Engineer, those Engineers will follow the assisted Engineer wherever he is programmed to go to construct queued orders.

SUPPORT COMMANDER

The Support Commander is a cross between an ACU and a T3 Engineer. Support Commanders are summoned through Quantum Gates that must be built by T3 Engineers. T3 Engineers and Support Commanders can build T4 Experimental units right out of the gate. Support Commanders generate a little more Mass and Energy than an ACU. Upgrading their Resource Allocation upgrade enhances this feature, which can make your Support Commanders into movable Fabricators and Generators.





Support Commanders automatically rebuild any destroyed building they are assisting. Support Commanders can assist the building of missile launchers and the building of missiles for that launcher. Support Commanders explode in a thermonuclear detonation similar to that of an ACU, but not as intense. For more information on ACUs, Engineers, and Support Commanders, see the Units chapter of this guide.

WAYPOINTS

You can view your created waypoints by pressing and holding the Shift key. Each time you right-click on the map, you insert a "key" into the waypoint that can be manipulated later if desired. For example: if you create a small patrol route around your base as it expands, instead of creating a new patrol route you would pull these keys out, stretching the original patrol out at these break points. To do this, press and hold Shift and drag the mouse over the key until the cursor turns into a Hand icon, then drag out the waypoint.



CONSTRUCTION QUEUES

Factories and Engineer type units can create a list of units and structures to build using construction queues. Select the factory, then click on the units you want to order in its construction menu. Units that are to be built appear in the lower construction queue window. Units can be subtracted from this order by right-clicking on the order or on the original unit in the menu above. Factories can be ordered to repeat construction queues or to stop or to pause production. Hold Shift while ordering units to build them in groups of five.

You can begin ordering units at a factory before it is completely built. You can also order factory upgrades and then higher Tech level units available after that upgrade is complete. Once you have a T2 or T3 factory, to order units of a lesser Tech level, simply click on the factory and then on the level button to the left of the construction menu.



The cool thing is you can queue up units to do multiple tasks, like if you wanted an Engineer to build a Mass Extractor, then reclaim an old burnt shell of a tank and move to assist a factory. All of these things can be done by holding the Shift key and choosing the different command options of that particular unit from its command menu, by using Hotkeys, or even the context sensitive right-mouse click. You can delete a waypoint by holding Shift+Control and right-clicking on the waypoint.





When commanding an Engineer to build multiple units, the units being built and yet to be built appear in the Engineer's construction queue window. Holding the Shift key allows you queue up multiple structures or units to build one after the other. Hold Shift after setting the construction queue to see where the Engineer was commanded to place the new units or structures. You can then drag the mouse over the future structure until the Hand icon appears. This allows you to reposition the placement of the future unit if need be. You can also remove units or a certain number of units to be built by right-clicking on that unit in the Engineer's construction queue window.

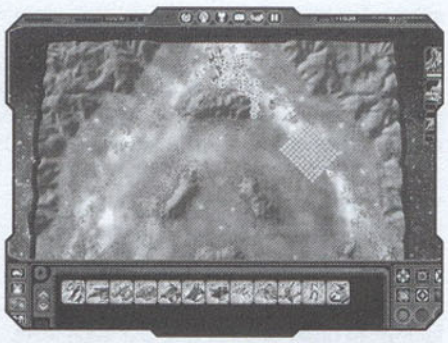
THE WAR MACHINE

This section covers Formations, Transporting, Patrols and Patrol Routes, Coordinated Attacks, Shields, and Missile Deployment and Use.

FORMATIONS

Large groups of units travel together into battle in formations. Having control over your units' formations is a priceless feature. For example: if you're sneaking around an enemy's base to the backdoor, then you wouldn't want everyone spread out; you'd want them to travel tightly and as single-file as possible. To create a formation, select the units, then press and hold the right mouse button on the location where you want your units to travel. Next, click the left mouse button multiple times to cycle through the available formations. Once you reach the formation you want, release the right mouse button. Ctrl + right-click orders your units to move in formation. You will see a unique move command icon—one larger than the normal move command icon.





TRANSPORTING

BASIC TRANSPORTATION

The quickest method of getting from point A to distant point B is to use Air Transportation. There are different options available, depending on your chosen faction. Lower level transports carry fewer units at a time; higher level transports carry more and may have weapons equipped.

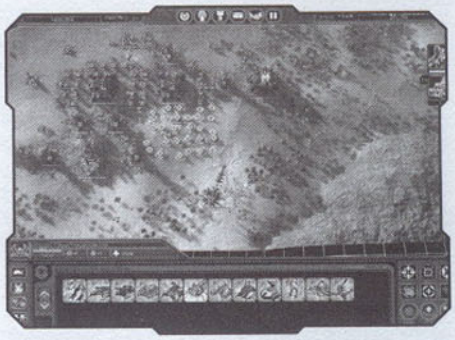
There are several ways to use transports. The most basic method is to select the transport, then right-click on the unit you wish to pick up. Hold Shift as you click on multiple units to pick up more than one if you are able.



MASS TRANSIT

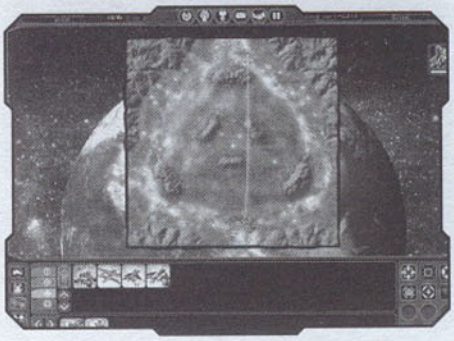
If you have a large group to move and a significant number of transports, you can select all the units you want moved, then right-click on each of the waiting transports. They will pick up as many as they can hold. If you press and hold Shift as you right-click on the transports, you can continue to hold Shift and right-click on the destination on the map to drop off the units. Continue to hold Shift and click on the map to create a move order, which is great for designing your own escape route (a waypoint move order). This keeps your transports from flying over dangerous areas—as long as you know where those are.

Avoid using the context-sensitive mouse commands in favor of those found in the transport's command menu. You can also use Hotkeys for the same orders.



TRANSPORTS ASSIST FACTORIES

The transport will automatically carry units to the factory's rally point. Each new unit will be loaded into the transport. When the transport is full, it will deliver those units to the specified point of delivery. When empty, the transport will return to the factory and wait for more units to be loaded.



THE FERRY SYSTEM

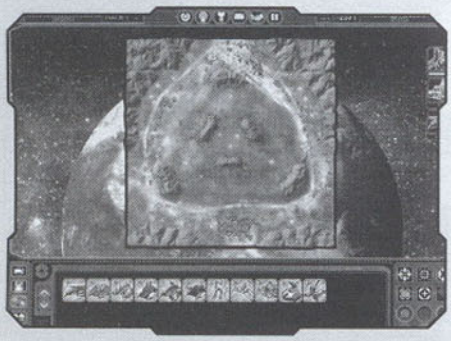
Another way to transport troops is to use the ferry system. Select a transport, click the Ferry command in the transport's command menu, then click on the transport's destination. A Ferry Beacon appears under the transport. Select the units to move and right-click the ferry beacon to load them into the transport. The transport will load as many as it can hold and move them to the destination. This transport will move back and forth from pick up location to destination until all the selected units have been moved.

You can select other transports to "assist" the transport with the ferry system set up already. These additional transports will help the original one deliver the selected units to their destination.



PATROLS

Patrol routes are created by selecting a single unit or several of them at once, then holding Shift and selecting the Patrol command. Continue to hold Shift as you click locations on the map to create a usable patrol route. You can also select a factory to move units to a certain point, then begin a patrol. This is done by simply holding Shift as you command the Move location and continuing to hold Shift as you create the patrol shape. Air, Naval, and Land Factories can all have their new units come off the assembly line and begin the patrol. You can alter this patrol route in the future (to accommodate base growth or to drag the patrol route over a group of enemies, and then drag it back to the desired patrol route) by holding Shift to see the patrol route, then dragging the mouse over the key or elbow in the patrol route until a Hand icon appears. Click and drag the key or elbow out to expand the patrol route.



Fighting units in a patrol route will attack any enemies within sight. Air units will go a little further to attack enemies and may chase them, even if it means venturing into harm's way. Engineers in a patrol route will repair any damaged units, structures, or weapons in that patrol route.

When creating a patrol route around your base, it's best to place many keys or elbows in that route so you have more flexibility and control over future shapes of that route. Click on the map more than usual when building a young patrol route.

Air units on a patrol have a limited fuel supply. If they run low on fuel, they will slow and become less maneuverable, but can still return fire. To remedy this situation, build an Air Staging Facility somewhere along their patrol route. Or, once you have built an Air Staging Facility, drag the patrol route to fly directly over the Staging Facility. Aircraft will drop in and land when they need to repair or refuel. This increases the effectiveness of your air force.

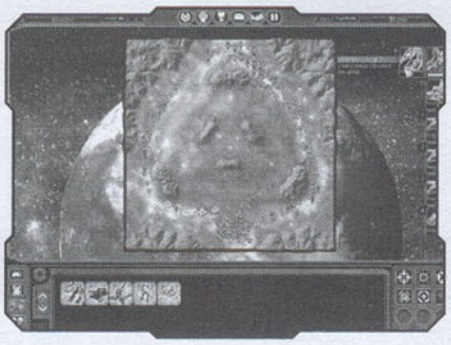
No Return

Unfortunately, you cannot take a unit from a patrol and then command them to return to the previous patrol route. You must create a new patrol route for that (or those) aircraft you sent out on a special mission. A nice remedy for this is to place many keys in your patrol route so you can drag the patrol route to the enemy and have the full air force attack, then return the key to the previous patrol route shape to return your aircraft to safety and make your base that much safer.

Air Support Versus Anti-Air Turrets

When designing your base, you must consider price and the balance of economy. Is it better to have an entire row of Anti-Air Turrets and multiple Shield Generators, or should you build a mixed bag of aircraft with air staging and a smart patrol route… or a little of both? There are different ways to make an impenetrable defensive wall, but you need to be clever and not reach build limits prematurely. These are the things to consider as you develop your own base building strategies.

ATTACK SQUADS



You can select a group of units (similar units or not) and press Ctrl + any number (1-9) to set those units to an Attack Squad. To recall all the units in the squad, simply press the number on the keyboard you assigned to them. A good use for this feature is to set groups of particular units to their own number. To select all the same type units out of a crowd, double-click on one of the units you are trying to single out. All similar units of its type in view will be selected. If you are zoomed all the way out and can see all units, then all units will be selected. If you are zoomed in close and can see only a few of those units, then only those in view will be selected.

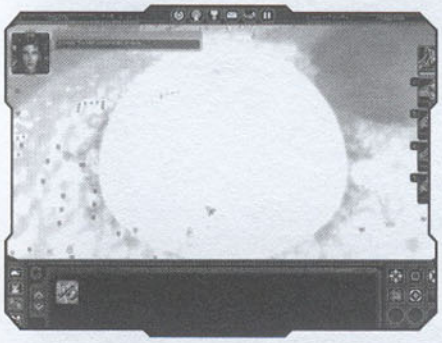
COORDINATED ATTACKS

For coordinated attacks to be issued, you must have your forces divided up into different attack squads. This type of attack allows you to pull different kinds of units from any location on the map and order them to simultaneously attack a designated target.

Give the first squad its attack order, then while holding the Shift button (so you can see the orders), select the second attack squad and double-click on the first squad's attack order. Your units will now initiate a Coordinated Attack.

COME TOGETHER

To make an assorted group of units move at the same speed (the speed of the slowest moving unit in the group), press and hold Ctrl + Shift + Alt, then click on the map. A red line will appear between the group and the move icon on the map. This means you were successful in executing this specific move command, which keeps the group together and maintains their strength in numbers as they support each other (covering land and air attacks or keeping the mobile shields or mobile stealth generators with the group).



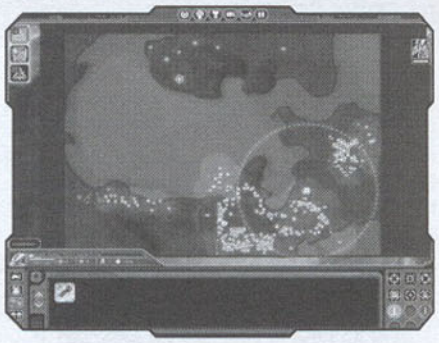
MISSILE DEPLOYMENT AND USE

It's better to learn about missiles sooner rather than later. If you miss this feature, you will not survive. Everyone is going to try to get to T3 Strategic Missile Launchers as soon as possible because there's no Shield Generator that will stop a nuke—only a Strategic Missile Defense can do that—so these should be built before the launcher, just to be safe. But we're getting ahead of ourselves…let's back up.

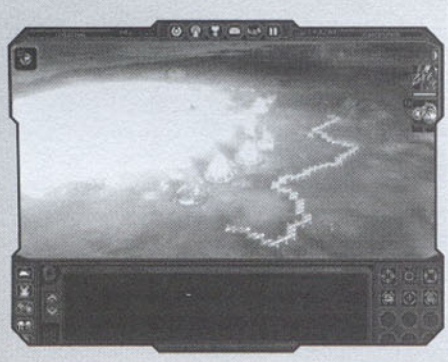
TACTICAL MISSILES

There are two types of missiles and missile defense systems—Tactical and Strategic. Tactical is T2 technology and Strategic is T3. Tactical missiles are large bombs on rockets that have a limited range. A red line indicates the range of the weapon when you are placing the structure for construction. These are good for defending your base from a large number of attacking ground units; a defensive strategy. You may also get away with building one out on the battlefield close to an enemy base and using it as an offensive weapon—*very* offensive. Build it under a Shield Generator and you might just get it built and fired before the enemy takes it out.

Tactical Missile Defense stops Tactical Missiles. They, too, have a range of coverage, so build what you need by strategically placing the defense in your base (usually closest to the nearest enemy base). Shield Generators can also stop Tactical Missiles. Some naval units have Tactical Missile launching ability.



STRATEGIC MISSILES



This nuclear technology is what everyone wants to get their hands on before anyone else gets it. Nukes are devastating and have unlimited range. It's best to rush to get to a T3 level and quickly build a Strategic Missile Defense to block any nuke attacks from other factions rushing to get this technology. The only way to get a nuke to hit its target is to get through the enemy base's missile defense. So, if they have one missile defense system in place, you need to either get a team in there to take it out or build more launchers so you can outnumber their defensive missiles.

Besides sheer power and range, there's another difference between Tactical and Strategic missiles. First, their defense systems are different. You do not need to manually start the production of Tactical Defensive Missiles once the unit is built. However, after building a Strategic Missile Defense System, you must order the missiles to build. You can toggle the switch to auto build and not worry about it again. This is true for Tactical Missile Launchers and Strategic Missile Launchers; once built, you must select the build missile (auto) command. Your Engineers can assist the launchers to speed up the production of missiles. Both these weapons use a lot of Mass and Energy, so make sure your economy can handle it before you build one…or two.

SHIELDS

Shields require a lot of Energy to run continually without experiencing downtimes due to Energy failure (or a stalled economy). Shields are your best defense against ballistic-style munitions, such as bombs, artillery shells, and small yield missiles. Your own missiles and outgoing munitions can pass through your shield, but nothing will penetrate a shielded area. However, if enemy units enter the shielded area, the shield will no longer provide protection.

Shields do take damage, though. This is illustrated on the Shield Bar below the shield, which slowly diminishes as the shield takes damage. When it reaches zero, the shield turns off and slowly regenerates. If you monitor the battle happening around your shield and it goes down, you can force it to come back on by turning it off, then quickly back on again. The only other reason to turn off a shield is when you need to save Energy.



There are both mobile and fixed Shield Generators. Shields are great to have on your base's defensive line. First the enemy must take out your shield and then try to take out your turrets. A force must be very strong to do both in one attack. Cover your most prized structures first, then work on covering other facilities as your economy grows.

INTELLIGENCE

Keep your friends close, but keep your enemies even closer. There's a lot of truth in that saying. If you are going to be successful in war, you have to know what the enemy is up to and where they are. The following technology will help you win the intel war.

STEALTH AND CLOAKING

Stealth technology enables you to hide units and structures from enemy sensors, like radar installations and scouts. However, it does not hide anything from line of sight, so if your enemies enter your hidden area they will see what you did not want them to. There are fixed and mobile versions of the Stealth Generator.

Cloaking protects you from the opposite. This allows you to hide from visual confirmation (line of sight), but does not protect you from radar. Some units, such as the Cybran ACU, can be upgraded with both stealth and cloaking, making them invisible to everything except the Omni Sensor Radar System.

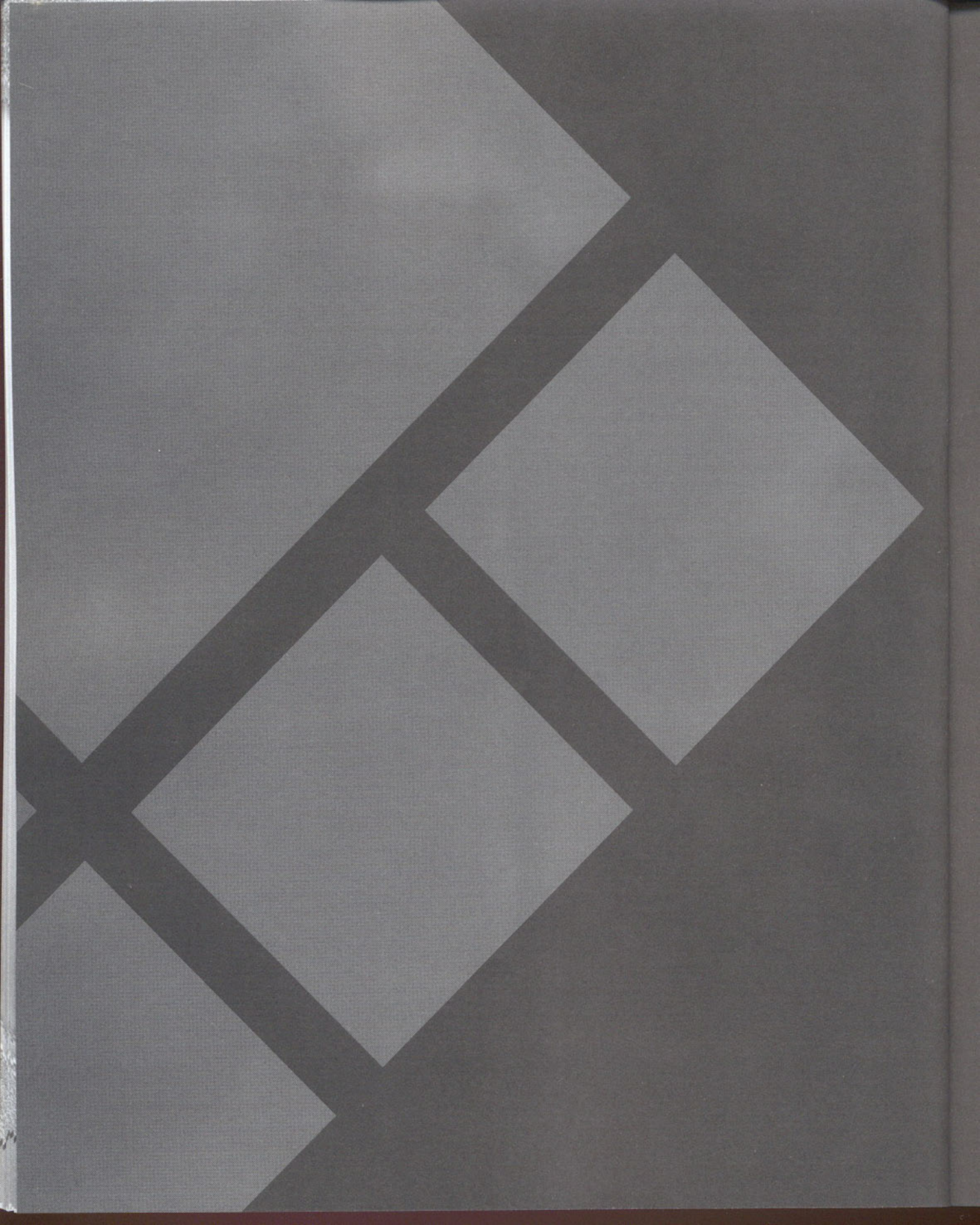
RADAR AND JAMMING

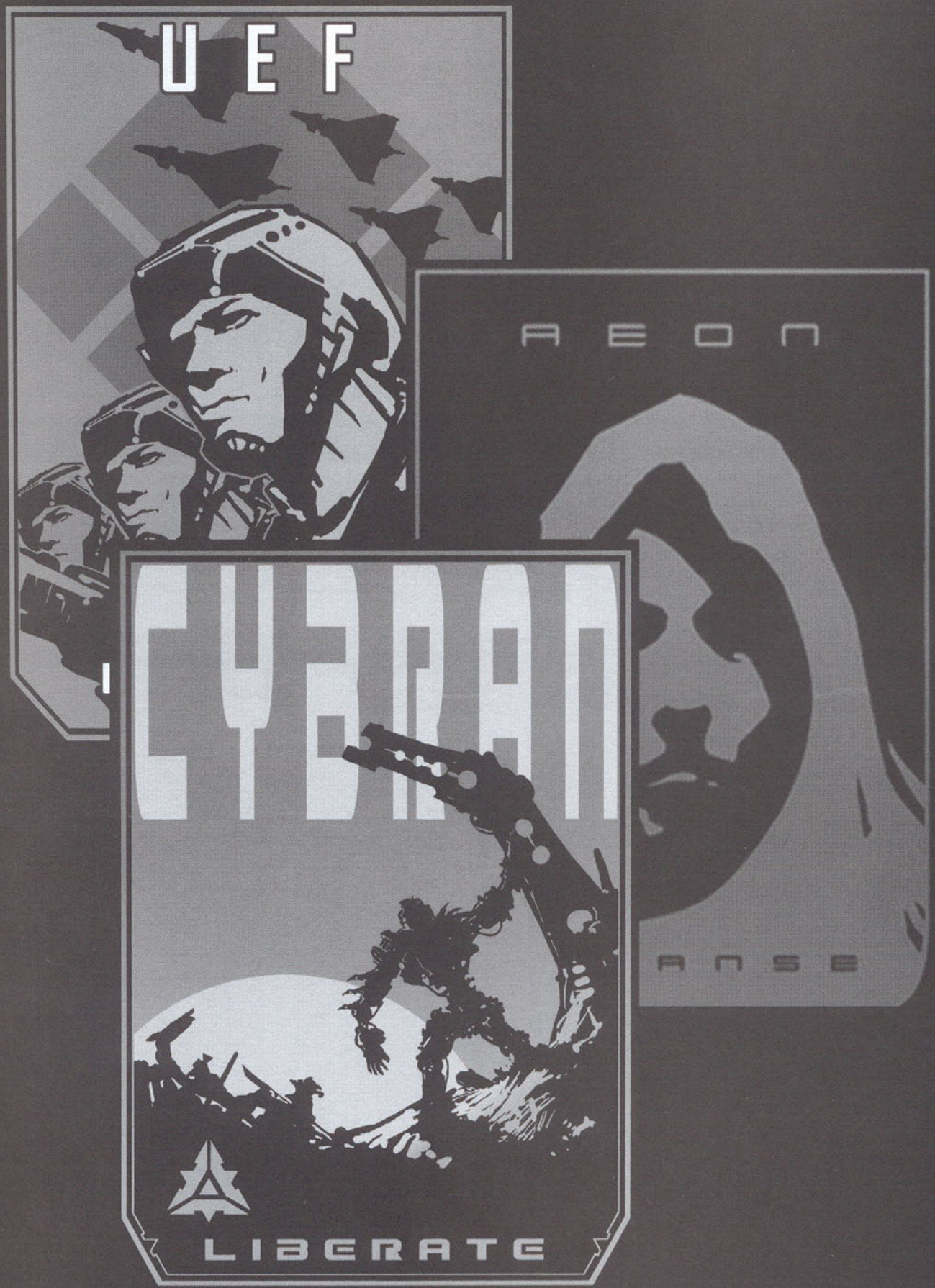
Radars can be upgraded at any time. This is done much like how you upgrade an extractor by selecting the radar and then clicking on the icon of the radar as it appears in the construction menu. Upgrading radars increases their range and the amount of information you receive. Like a radar, Scouts can also offer information. It's a good idea to send out Scouts in different direction to find the enemy. Place them at chokepoints to see when the enemy attempts to explore or attack.

Some units have radar jamming abilities. This creates false positive hits that make it impossible to know which hits are real and which are fake. If you see a large army coming at you, there's a chance that it's just one unit with jamming abilities.

The Omni Sensor system is able to neutralize all enemy counter-intelligence efforts. The Omni Sensor filters false-positives and reveals all units and structures hidden via Stealth or Cloaking technology.






UEF
AEON
CYBRAN
LIBERATE

Construction Time

The "Construction Time" figures we've documented for building individual units is the time it takes a single T1 Engineer or T1 Factory to construct that T1 unit when the appropriate Mass and Energy is available. Not having enough Mass or Energy will delay the construction. The construction time indicated for T2 Structures and units is the time it takes for T2 Engineers and T2 Factories to build and so on. Using multiple Engineers to assist in construction will greatly reduce build time. Using higher Tech level Engineers or Factories to construct lower Tech level units speeds construction.

THE UNITED EARTH FEDERATION (UEF)

ACU



12,000

Economic Impact

Energy	Mass
10	1

This is your main character; if the ACU is lost, the battle is over. The ACU can construct T1 units and structures similar to a Tech 1 Engineer, but specifically the following: Land Factory, Air Factory, Naval Factory, Mass Extractor, Mass Fabricator, Power Generator, Wall Section, Point Defense, Anti-Air Turret, and a Torpedo Launcher.

Your ACU can build these units in about half the amount of time that it takes an Engineer to build the same unit. The ACU also has access to an Overcharge attack and it can reclaim, capture, and repair other units and structures.

Upgrades

The ACU can upgrade its shields and weapons. This is done through the upgrade icon in the construction menu that appears when this unit is selected.

Personal Shield (Back)

24,000

02:30

Build Cost	Cost Rate (per sec)
-11,2500	-750
-1,500	-10

Yield

-250	
0	

When activated, the Personal Shield creates a protective shield around the ACU. Like other UEF shields, the Personal Shield will dissipate after taking enough damage and will need to recharge before it can be activated again.

Shield Generator Field (Back)

36,000

02:30

Build Cost	Cost Rate (per sec)
-600,000	-4,000
-4,500	-30

Yield

-500	
0	

An upgrade to the Personal Shield, the Shield Generator Field expands the area that the ACU's shield protects, allowing the Commander to protect other units.

Personal Teleporter (Back)

N/A

20:00

Build Cost	Cost Rate (per sec)
-6,000,000	-5,000
-60,000	-50

Yield

N/A

N/A

The Personal Teleporter lets the Commander teleport almost instantly across a range of several miles. It requires considerable Energy to activate.

Tactical Missile Launcher (Back)

N/A

01:40

Build Cost	Cost Rate (per sec)
-75,000	-750
-1,000	-10

Yield

N/A

N/A

This mounts a Tactical Cruise Missile Launcher to the back of the ACU. It can create and store one missile. Anti-missile systems will shoot down these missiles.

Tactical Nuclear Missile Launcher (Back)

N/A

10:00

Build Cost	Cost Rate (per sec)
-2,400,000	-4,000
-120,000	-200

Yield

N/A

N/A

The Short-Range Tactical Nuke has a smaller range and radius of destruction than a full-size nuclear missile. Strategic Missile Defense Systems will shoot these missiles down.

Left Shoulder Pod (Back)

N/A

00:40

Build Cost	Cost Rate (per sec)
-2,400	-60
-120	-3

Yield

N/A

N/A

The Engineering Drone acts as a secondary engineer, assisting the ACU with whatever it is building or repairing.

Right Shoulder Pod (Back)

N/A

00:40

Build Cost	Cost Rate (per sec)
-2,400	-60
-120	-3

Yield

N/A

N/A

This becomes available after upgrading to the Left Shoulder Pod. This adds a second Engineering Drone to the ACU. A second drone can only be built if the initial Engineering Drone has already been installed.

Resource Allocation System (RCH)

N/A

02:30

Build Cost	Cost Rate (per sec)
-300,000	-2,000
-6,000	-40

Yield

3,000

15

The Resource Allocation System introduces efficiency algorithms that enhance the rate at which the ACU can generate resources.

Damage Stabilization System (LCH)

N/A

02:30

Build Cost	Cost Rate (per sec)
-112,500	-750
-1,500	-10

Yield

N/A

N/A

This equipment package greatly enhances the rate at which the ACU repairs itself. It is a good choice for Commanders who tend to use their ACU offensively.

Tech 2 Engineering Suite (LCH)

N/A

03:20

Build Cost	Cost Rate (per sec)
-50,000	-250
-2,000	-10

Yield

N/A

N/A

Commanders looking to expand their ACU's building capacity will typically install this upgrade, which will increase the ACU's building speed.

Tech 3 Engineering Suite (LCH)

N/A

03:00

Build Cost	Cost Rate (per sec)
-900,000	-5,000
-6,750	-37

Yield

N/A

N/A

After upgrading to the T2 Engineering Suit, Commanders can further expand their ACU's building capacity with this upgrade, which will increase the ACU's building speed and building options.

UEF CONSTRUCTION UNITS

ENGINEER

Abilities: Amphibious, Engineering Suite

The Engineer is a multi-purpose construction, repair, capture, and reclamation unit. It is amphibious and can skim across the water's surface to construct naval facilities. When not constructing, the Engineers should be used to assist factories or other structures to speed up the production of units, upgrades, or missiles.

TECH 1 ENGINEER



150

00:13

Build Cost	Cost Rate (per sec)	Storage
-260	-20	10
-52	-4	5

The Tech 1 Engineer can construct the following T1 units and structures:

T1 Engineer Construction Unit List

T1 Land Factory	T1 Mass Storage	T1 Point Defense
T1 Air Factory	T1 Power Generator	T1 Anti-Air Turret
T1 Naval Factory	T1 Hydrocarbon Power Plant	T1 Torpedo Launcher
T1 Mass Extractor	T1 Energy Storage	T1 Radar System
T1 Mass Fabricator	T1 Wall Section	T1 Sonar System

TECH 2 ENGINEER



734

00:20

Build Cost	Cost Rate (per sec)	Storage
-800	-40	50
-160	-8	10

Abilities: Amphibious, Engineering Suite

The T2 Engineer is capable of building more complex structures. It is built at a Tech 2 factory—either land, naval, or air. The Tech 2 Engineer is capable of constructing all T1 units and structures (by clicking the appropriate tech level in the construction window) in addition to all the following Tech 2 units and structures:

T2 Engineer Construction Unit List (excluding T1 list)

T2 Mass Extractor	T2 Artillery Installation	T2 Radar System
T2 Power Generator	T2 Tactical Missile Launcher	T2 Sonar System
T2 Point Defense	T2 Tactical Missile Defense	T2 Air Staging Facility
T2 Anti-Air Flak Artillery	T2 Shield Generator	
T2 Torpedo Launcher	T2 Stealth Field Generator	

TECH 3 ENGINEER



1,500

00:35

Build Cost	Cost Rate (per sec)	Storage
-3,150	-90	200
-490	-14	20

Abilities: Amphibious, Engineering Suite

The T3 Engineer is capable of building the most complex structures. It is built at a T3 factory. The T3 Engineer is capable of constructing all T1 and T2 units and structures, experimental units, in addition to all the following Tech 3 units and structures:

T3 Engineer Construction Unit List (excluding T1 & T2 list)

T3 Mass Extractor
T3 Mass Fabricator
T3 Power Generator
T3 Anti-Air SAM Launcher
T3 Heavy Artillery Installation
T3 Strategic Missile Launcher
T3 Strategic Missile Defense
T3 Heavy Shield Generator
T3 Sonar Platform
T3 Omni Sensor Array
T3 Quantum Gateway
T4 Mobile Factory (Fatboy)
T4 Submersible Aircraft Carrier (Atlantis)
T4 Strategic Artillery (Mavor)

LAND FACTORY

The Land Factory creates the initial mobile units necessary to wage a war. The Factory is outfitted to create only land-based units. The Factory can be upgraded to T3 and can assist other factories. You can establish a production queue and set it to repeat infinitely or choose to pause production using the convenient controls in the production queue window. You may also select a movement waypoint as well as, or in combination with, custom patrol routes from the Land Factory so that new units leave the factory and immediately begin a patrol route with other units.

As you upgrade your factory, the previous Tech level units are still available for construction. To access previous tech level inventories, simply click on the Tech Level button on the left side of the construction menu.

T1 LAND FACTORY



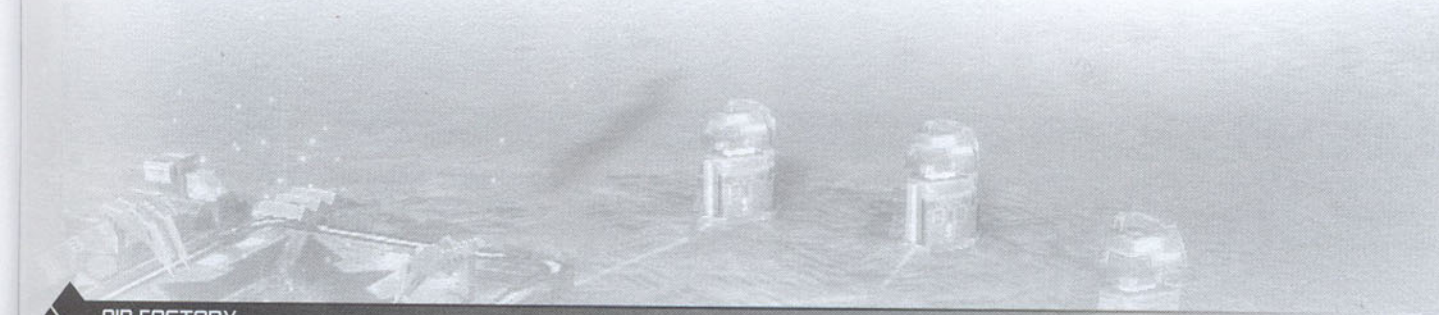
4,800

01:00

Build Cost	Cost Rate (per sec)	Storage
-2,100	-35	400
-240	-4	80

The Land Factory can produce the following land units:

T1 Land Factory Menu	T2 Land Factory Menu	T3 Land Factory Menu
T1 Engineer	T2 Engineer	T3 Engineer
T1 Land Scout	T2 Heavy Tank	T3 Siege Assault Bot
T1 Light Assault Bot	T2 Mobile Missile Launcher	T3 Mobile Heavy Artillery
T1 Medium Tank	T2 Mobile AA Flak Artillery	
T1 Mobile Light Artillery	T2 Amphibious Tank	
T1 Mobile Anti-Air Gun	T2 Mobile Shield Generator	
T2 Land Factory (Upgrade)	T3 Land Factory (Upgrade)	



AIR FACTORY

The Air Factory creates the initial air units necessary to wage a war. This factory is outfitted to create only air-based units, can be upgraded to no more than T3, and can assist other factories. After building an Air Factory, you should construct a T2 Air Staging Platform to refuel and repair aircrafts. This will extend the effective range of aircraft. Aircraft will automatically refuel and repair if this Air Staging Facility is placed in their flight patrol route; otherwise, you must manually direct each aircraft to it. Use additional Engineers to assist the Air Factory to produce aircrafts more quickly.

T1 AIR FACTORY



4800

01:20

Build Cost	Cost Rate (per sec)	Storage
-2,400	-30	400
-240	-3	80

The Air Factory can produce the following air units:

T1 Air Factory Menu	T2 Air Factory Menu	T3 Air Factory Menu
T1 Engineer	T2 Engineer	T3 Engineer
T1 Air Scout	T2 Torpedo Bomber	T3 Spy Plane
T1 Interceptor	T2 Gunship	T3 Air-Superiority Fighter
T1 Attack Bomber	T2 Air Transport	T3 Strategic Bomber
T1 Light Air Transport	T3 Air Factory (Upgrade)	T3 Heavy Gunship
T2 Air Factory (Upgrade)		

NAVAL FACTORY

The Naval Factory creates the initial naval units necessary to wage a war. The factory is outfitted to create only naval units, can be upgraded no higher than a Tech level 3, and can assist other factories. The Naval Factory must be built in the correct depth of water; shallow beach water will not work.

T1 NAVAL FACTORY



4,800

01:00

Build Cost	Cost Rate (per sec)	Storage
-1,500	-25	400
-300	-5	80

The Naval Factory can produce the following water units:

T1 Naval Factory Menu	T2 Naval Factory Menu	T3 Naval Factory Menu
T1 Engineer	T2 Engineer	T3 Engineer
T1 Attack Submarine	T2 Cruiser	T3 Battleship
T1 Frigate	T2 Destroyer	T3 Strategic Missile Submarine
T2 Naval Factory (Upgrade)	T3 Naval Factory (Upgrade)	

POWER GENERATOR

To wage war effectively, you must harvest a steady supply of Energy and Mass. To create Energy, you must build and maintain generators. There's a generator for each Tech level. Your ACU and Engineers construct the T1 Power Generator. T2 and T3 Engineers create the T2 and T3 Power Generators. Placing Power Generators side-by-side and adjacent to the different sides of your factories and other structures reduces the operating cost of the linked structures. This is called an Adjacency Bonus, which is described in more detail in Chapter 3. To increase the maximum amount of Energy produced and to fight energy waste, you must build Energy Storage.

T1 POWER GENERATOR

The T1 Power Generator is a cheap, solid, and stable source of Energy generation.



720

00:25

Build Cost	Cost Rate (per sec)	Yield
-750	-30	20
-75	-3	0

T2 POWER GENERATOR: EG – 200 FUSION REACTOR

The upgrade to the Power Generator, the Fusion Reactor's construction cost is high. Construction of structures next to the Fusion Reactor improves the operating efficiency of the adjacent structures.



2160

03:20

Build Cost	Cost Rate (per sec)	Yield
-12,000	-60	500
-1,200	-6	0

T3 POWER GENERATOR: EG – 900 FUSION REACTOR

The Fusion Reactor Array is the best front-line Energy supply available. Construction of structures next to a Fusion Array improves the operating efficiency of the adjacent structures.



9720

06:00

Build Cost	Cost Rate (per sec)	Yield
-57,600	-160	2,500
-3,240	-9	0

HYDROCARBON POWER PLANT: HCPP – X1000

Deposits of hydrocarbon—containing natural resources—remain a viable form of Energy to this day. The HCPP is much more efficient than a standard Power Generator. There is only one of its kind; there are no higher Tech levels of the Hydrocarbon Power Plant. You must construct the HCPP on top of hydrocarbon deposits, which appear on the map as yellow lightning bolts.



2,880

01:20

Build Cost	Cost Rate (per sec)	Yield
-800	-10	100
-160	-2	0

ENERGY STORAGE

The Energy Storage Unit increases the maximum Energy capacity of a Commander's economy. Each Energy Storage unit holds 2000 Energy. Build adjacent to Power Generators to receive a bonus.



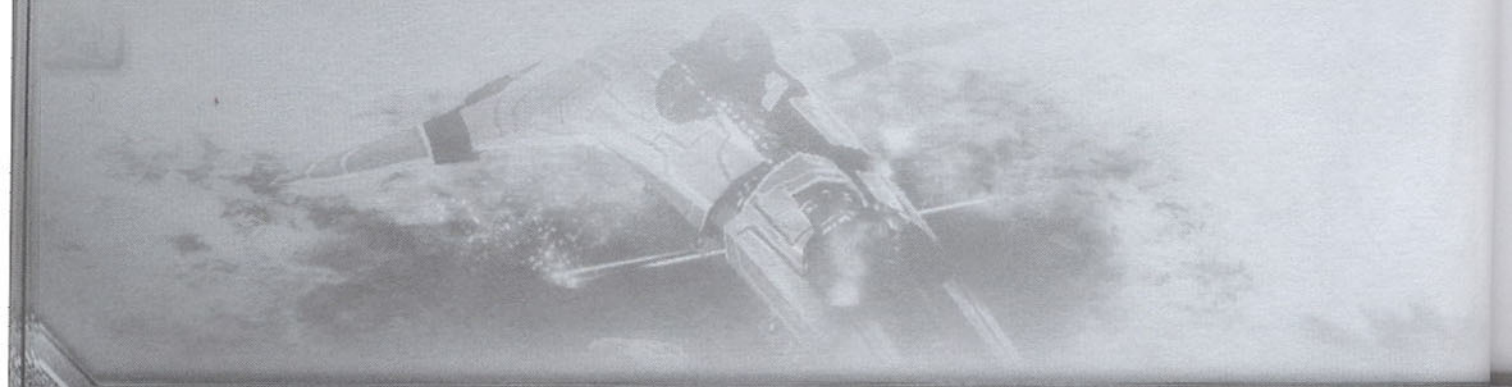
1,200

01:20

Build Cost	Cost Rate (per sec)	Storage
-4,800	-60	2,000
-480	-6	0

Time For Storage

You will most likely need Energy Storage before you need Mass Storage. To determine the right time to build Energy Storage, look at the two adjacent numbers under the Energy Meter in top-right corner of the screen. The first number is the energy being produced and the second number is the energy capacity of your economy. When these numbers are the same, it's time to quickly build Energy Storage. If you do not build Storage, you will waste the Energy you are producing. Continue to build Energy Storage until the Energy Capacity figure is higher than the production number.



To build a war machine, you must have Energy and Mass. Mass is a valuable resource in the Infinite War. It is mined by Mass Extractors. There's a new Mass Extractor for each Tech level reached. The higher level Extractors dig deeper into the ground for more Mass. Mass Extractors must be placed on the greenish-yellow mass icons peppered throughout the maps. Mass can also be produced using Mass Fabricators, but you must have a good supply of Energy to run Fabricators.

Upgrading Mass Extractors

You do not need to reclaim an old Extractor to place a higher tech level Extractor in its place. There's an easier way of getting rid of the old to make room for the new. To upgrade, click on the unit where it is built on the map and then click on the Mass Extractor icon that appears in the construction menu. The upgrade will take place immediately. While upgrading, the Mass Extractor will not mine. A progress meter appears below the HP level of the Mass Extractor as it upgrades.

T1 MASS EXTRACTOR

This is the basic Mass Extractor; low cost and low production, but also low operating cost. Your ACU or any Engineer can construct these.



1,200

00:12

Build Cost	Cost Rate (per sec)	Yield
-360	-30	-2
-36	-3	2

T2 MASS EXTRACTOR: MASS PUMP

The Mass Pump is upgraded from the Mass Extractor or built by a T2 Engineer. This version is more costly to maintain, but results in much faster Mass collection.



2,160

01:30

Build Cost	Cost Rate (per sec)	Yield
-5,400	-60	-9
-900	-10	6

T3 MASS EXTRACTOR: MASS PUMP 3

The Mass Pump 3 is upgraded from the Mass Pump or built by a T3 Engineer. This version is the most costly to maintain, but results in much faster Mass collection.



4,000

01:30

Build Cost	Cost Rate (per sec)	Yield
-10,800	-120	-36
-1,800	-20	12

MASS FABRICATOR

Mass Fabricators are units that enable you to produce Mass where there are no Mass Deposits. Mass Fabricators require more Energy than Mass Extractors, but Energy can also be produced from the safety of your base—it's a win-win situation. There are two versions: a T1 and T3 Mass Fabricator. If your Energy becomes dangerously low, you can turn the Fabricators off until your Energy problems are corrected.

T1 MASS FABRICATOR

This ingenious system is used for converting pure Energy into usable Mass. The Energy costs are immense. It only produces half the amount of Mass as a T1 Mass Extractor, but amazingly costs no Mass to build.



360

00:25

Build Cost	Cost Rate (per sec)	Yield
-1,000	-40	-40
0	0	1

T3 MASS FABRICATOR

The Mass Fabrication Facility produces a large amount of Mass at an exorbitant Energy cost. Only an infrastructure with tremendous amount of Energy would be able to operate one of these. This facility produces double that of a T3 Mass Extractor.



6,000

03:20

Build Cost	Cost Rate (per sec)	Yield
-100,000	-500	-1,500
-800	-4	24

MASS STORAGE

The Mass Storage Unit increases the maximum Mass capacity of a Commander's economy. Each storage unit holds up to 500 Mass. Build adjacent to Extractors and Fabricators to receive a bonus.



1,600

0:40

Build Cost	Cost Rate (per sec)	Storage
-1,200	-30	0
-160	-4	500

Time For Storage

Since you will spend Mass at a high rate, you will most likely not need to build Mass Storage early in your base construction. To determine the right time to build Mass Storage, look at the two adjacent numbers under the Mass Meter in top-left corner of the screen. The first number represents Mass being produced and the second number is the Mass capacity of your economy. When these numbers are the same, it's time to quickly build Mass Storage. If you do not build Storage, you will waste the Mass you are trying so hard to produce. Continue to build Mass Storage units until the Mass Capacity figure is higher than the production number.

UEF LAND UNITS

T3 SUPPORT COMMAND UNIT

Abilities: Meltdown - Explodes on Death, Customizable

This unit is built through a Quantum Gate, which is built by a T3 Engineer. The Support Command Unit can continually rebuild and repair any unit or structure. It is self-repairing and capable of traversing large bodies of water. The Sub-commander also acts as a T3 Engineer, having the ability to construct T1 through T3 units and structures, including T4 experimental units.



20,000

03:20

Build Cost	Cost Rate (per sec)	Yield
-40,000	-200	20
-3,000	-15	2

Upgrades

The Sub-commander is similar to your ACU as it can upgrade its shields and weapons. This is done the same way you upgrade your ACU—through the upgrade icon in the construction menu that appears when this unit is selected.

Personal Shield (Back)

42,000

02:05

Build Cost	Cost Rate (per sec)
-93,750	-750
-2,000	-16

Yield

-500
0

When activated, the Personal Shield creates a protective barrier around the SACU. Like other UEF shields, this one will dissipate after taking enough damage and will need to recharge before it can be activated again.

Shield Generator

36,000

02:30

Build Cost	Cost Rate (per sec)
-600,000	-4,000
-4,500	-30

Yield

-500
0

An upgrade to the Personal Shield, the Shield Generator Field expands the area that the ACU's shield protects, allowing the Commander to protect other units.

Radar Jammer (Back)

N/A

02:05

Build Cost	Cost Rate (per sec)
-31,250	-250
-1,000	-8

Yield

N/A
N/A

The Radar Jammer creates a number of false radar images to confuse the enemy. Omni Sensors can see through the jamming.

Engineering Drone (Back)

N/A

00:13

Build Cost	Cost Rate (per sec)
-2,400	-60
-120	-3

Yield

N/A
N/A

The Engineering Drone acts as a secondary T1 Engineer, assisting the ACU with whatever it is building or repairing.

High Explosive Ordnance (RCH)

N/A

03:20

Build Cost	Cost Rate (per sec)
-800,000	-4,000
-3400	-17

Yield

N/A
N/A

A High Explosive Ordnance system equips the standard SACU Heavy Plasma Cannon with area-effect or "splash damage."

Resource Allocation System (RCH)

N/A

05:00

Build Cost	Cost Rate (per sec)
-300,000	-1,000
-6,000	-20

Yield

3,000
15

The Resource Allocation System introduces efficiency algorithms that enhance the rate at which the ACU can generate recourses.

Advanced Cooling Upgrade (LCH)

N/A

01:40

Build Cost	Cost Rate (per sec)
-200,000	-2000
-1,000	-10

Yield

N/A	
N/A	

Utilizing a forced air injection system, the Advanced Cooling Upgrade can cool any weapon mounted on the SACU much more rapidly than normal. This increases the rate of fire.

Sensor Range Enhancer (LCH)

N/A

02:05

Build Cost	Cost Rate (per sec)
-31,250	-250
-1,500	-12

Yield

N/A	
N/A	

This upgrade greatly expands the range of the standard onboard SACU sensor systems. It is a popular choice with Commanders who are often active away from their main base.



LAND SCOUT

The UEF scout is a fast, lightly armored reconnaissance vehicle, that sports a machine gun and a state-of-the-art sensor suite. The Land Scout is constructed at a T1 Land Factory and is ideal for quickly scouting out the territory to spot the enemy. Its radar allows you to see a small area around the scout. Its speed allows for quick getaways, making it difficult for most assault vehicles to catch it or get it in range to take it out; at least not until air units or more long-range, devastating land units are produced.

T1 LAND SCOUT

Abilities: Radar



29

00:04

Build Cost	Cost Rate (per sec)	Yield
-80	-20	N/A
-12	-3	N/A

LIGHT ASSAULT BOT: MECH MARINE

The primary role of the Mech Marine is direct fire support. This lightly armored ground unit sacrifices damage potential and staying power for superior speed and maneuverability. They may not be much on their own, but an army of them creates a formidable menace. The speed at which they are produced makes them ideal for early attacks (rushes) or initial land defense. The T1 Assault Bot is constructed at T1 Land Factories.

T1 LIGHT ASSAULT BOT



70

00:07

Build Cost	Cost Rate (per sec)	Yield
-140	-20	*N/A*
-28	-4	*N/A*

SIEGE ASSAULT BOT: TITAN

This T3 Assault Bot is more or less an upgraded T1 Light Assault Bot. Aside from experimental units, the Titan is the biggest, toughest unit in the UEF arsenal. It features dual Heavy Plasma Cannons, giving it an unprecedented level of firepower. It also comes equipped with a shield. The shield costs 25 Energy to run, but can be turned off to save energy.

T3 SIEGE ASSAULT BOT

Abilities: Shield



2,200

00:40

2,500

Build Cost	Cost Rate (per sec)	Yield
-3,600	-90	-25
-440	-11	0

MEDIUM TANK: MA12 STRIKER

The mainstay of the Earth forces, the Striker packs focused firepower and armor into a sturdy shell. Recent upgrades to the Striker's build pattern have it equipped with a standard Gauss Cannon. It is vulnerable to attacks from the air, as it only attacks land and naval units within range. Produced at T1 through T3 Land Factories.

T1 MEDIUM TANK



293

00:13

Build Cost	Cost Rate (per sec)	Yield
-260	-20	*N/A*
-52	-4	*N/A*

HEAVY TANK: PILLAR

The heaviest tank in the UEF arsenal, the Pillar features Dual Gauss Canons, that fire High Explosive ordinance. With its heavy armor, the Pillar has become a staple of UEF armies. This tank is only produced from T2 and T3 Land Factories and it does not attack air units.

T2 HEAVY TANK



1,200

00:20

Build Cost	Cost Rate (per sec)	Yield
-800	-40	*N/A*
-160	-8	*N/A*

MOBILE LIGHT ARTILLERY: LOBO

The Lobo is a versatile, mobile artillery unit. Its long range, high ballistic arc and area damage make it perfect for softening mobile enemy units. It is vulnerable to units that can engage it at short range. It cannot fire while on the move. Its shells break apart just before hitting the target and release multiple smaller shells surrounding the target with explosives. It is produced at T1 to T3 Land Factories.

T1 MOBILE LIGHT ARTILLERY

Abilities: Shellcam - Rounds Uncover Fog of War



205

00:09

Build Cost	Cost Rate (per sec)	Yield
-180	-20	*N/A*
-36	-4	*N/A*

MOBILE MISSILE LAUNCHER: FLAPJACK

With its Tactical Cruise Missiles, the Flapjack has almost twice the range and firepower of the Lobo (see previous entry). It also features heavier armor and a stabilizer system that enables it to fire when on the move. This unit is constructed at T2 and T3 Land Factories.

T2 MOBILE MISSILE LAUNCHER



264

00:40

Build Cost	Cost Rate (per sec)	Yield
-1,600	-40	*N/A*
-240	-6	*N/A*

MOBILE HEAVY ARTILLERY: DEMOLISHER

The preferred mobile artillery piece for many Commanders, the Demolisher fires Anti-Matter Shells from a purpose-built Long Range Artillery Cannon. The Demolisher cannot fire while moving. The unit digs into (deploys) position and attacks. The target is illustrated above the construction window when the Demolisher is selected. The target's remaining health is also displayed.

T3 MOBILE HEAVY ARTILLERY

Abilities: Deploys - Immobile While Firing



945

01:20

Build Cost	Cost Rate (per sec)	Yield
-8,000	-100	*N/A*
-800	-10	*N/A*

MOBILE ANTI-AIR GUN: ARCHER

An incredibly fast rate of fire and good turret tracking capabilities make the Archer a great defense against all but the fastest air targets. The Archer is constructed at all Tech level Land Factories. It is vulnerable to land units, so have it travel with ground support.

T1 MOBILE ANTI-AIR GUN



205

00:07

Build Cost	Cost Rate (per sec)	Yield
-140	-20	*N/A*
-28	-4	*N/A*

MOBILE AA FLAK ARTILLERY: SKY BOXER

The Sky Boxer is an excellent companion to the mobile armor and is often used as a temporary base defense when a Commander has not been able to build the heavier Flak Cannon (emplacement). This unit is built at T2 and T3 Land Factories.

T2 MOBILE AA FLACK ARTILLERY



1,000

00:20

Build Cost	Cost Rate (per sec)	Yield
-800	-40	*N/A*
-160	-8	*N/A*

AMPHIBIOUS TANK: RIPTIDE

While the UEF's Amphibious Tank does only light damage, its rate of fire can make quick work of even the thickest hulls. The Unit's air cushion lets it traverse the deepest bodies of water. This unit is constructed at T2 and T3 Land Factories. It's a great tank to build in mass quantities when fighting on maps with multiple islands; this reduces the necessity for transporting land-bound tanks.

T2 AMPHIBIOUS TANK

Abilities: Hover



734

00:30

Build Cost	Cost Rate (per sec)	Yield
-900	-30	N/A
-120	-4	N/A

MOBILE SHIELD GENERATOR: PARASHIELD

The Parashield makes use of the latest generation of UEF Pulse Shield Generators. Mounted on a mobile chassis, the Parashield is extremely useful in protecting moving units, as well as early shield-based protection for your base structures or defenses.

T2 MOBILE SHIELD GENERATOR



150

00:30

3000

Build Cost	Cost Rate (per sec)	Yield
-900	-30	-100
-120	-4	0

WALL SECTION: CALCICRETE

Formed from calcicrete, an advanced concrete mixture, these Wall Sections serve to block enemy movement and provide minor cover from direct fire. They are quick to build, cheap, and very effective. Place Point Defense and Anti-Air Turrets just behind them. Your ACU or any Engineer can construct these. Set up a build queue by holding the Shift key. Place them side-by-side to maximize the protection they provide.

T1 WALL SECTION



4,000

00:02

Build Cost	Cost Rate (per sec)	Yield
-10	-5	N/A
-2	-1	N/A

POINT DEFENSE: DM1 PLASMA CANNON

The standard Point Defense of most colonies and installations, the DM-1 offers good damage for the construction and operating costs incurred. It only fires at land units within range and is constructed by your ACU or any Engineer.

T1 POINT DEFENSE



850

00:50

Build Cost	Cost Rate (per sec)	Yield
-2,000	-40	N/A
-250	-5	N/A

POINT DEFENSE: TRIAD

The Triad is a potent and decisive base defense. With good range and rate of fire thanks to the three Heavy Gauss Cannons, the Triad can shred any enemy unit that comes within its range. This unit can only be constructed by T2 and T3 Engineers (and Support Commanders).

T2 POINT DEFENSE



1,800

00:45

Build Cost	Cost Rate (per sec)	Yield
-3,600	-80	N/A
-540	-12	N/A

ANTI-AIR TURRET: DA1 RAILGUN

The UEF's base level anti-air defense is a cheap, efficient air defense turret. This unit can be built on both land and water. When constructed over water, it floats on a stabilization platform. It only fires at aircraft—land or water. This is a great companion to any Point Defense or Torpedo Launcher.

T1 ANTI-AIR TURRET

Abilities: Amphibious



1,200

00:50

Build Cost	Cost Rate (per sec)	Yield
-2,000	-40	N/A
-200	-4	N/A

ANTI-AIR FLAK ARTILLERY: AIR CLEANER

More powerful than the light Anti-Air Railgun, the Air Cleaner Artillery Flak Cannon is a staple of the UEF anti-air efforts. When constructed over water, the Air Cleaner is built on a floatation platform. Only T2 or T3 Engineers and Support Commanders can construct these.

T2 ANTI-AIR FLAK ARTILLERY

Abilities: Amphibious



3,900

01:10

Build Cost	Cost Rate (per sec)	Yield
-5,600	-80	*N/A*
-560	-8	*N/A*

ANTI-AIR SAM LAUNCHER: FLAYER

The Flayer's SAM system is incredibly potent against enemy aircraft. When constructed over water, this SAM launcher is built on a floatation platform. Only T3 Engineers and Support Commanders can construct these.

T3 ANTI-AIR SAM LAUNCHER

Abilities: Amphibious



5,500

01:40

Build Cost	Cost Rate (per sec)	Yield
-12,000	-120	*N/A*
-1,400	-14	*N/A*

ARTILLERY INSTALLATION: KLINK HAMMER

The permanent support structure allows this Artillery Installation greater range than its mobile counterpart. It is much more functional against slow moving or stationary targets. This fixed gun is constructed by T2 or T3 Engineers or Support Commanders.

T2 ARTILLERY INSTALLATION



3,600

03:00

Build Cost	Cost Rate (per sec)	Yield
-18,000	-100	*N/A*
-2,520	-14	*N/A*

HEAVY ARTILLERY INSTALLATION: DUKE

The largest standard artillery piece in the UEF arsenal, the Duke fires the same anti-matter shell as the "Demolisher" Mobile Artillery Piece, but with much greater range. This unit takes a large amount of Energy, Mass, and time to construct, but once it's built, your enemy better be prepared—well shielded, that is. Cover this unit with a Heavy Shield Generator, as it will be a prime target.

T3 HEAVY ARTILLERY INSTALLATION



5,000

37:48

Build Cost	Cost Rate (per sec)	Yield
-1,113,750	-491	*N/A*
-113,400	-50	*N/A*

TACTICAL MISSILE LAUNCHER: ALOHA

The Aloha launches Long Range Cruise Missiles with deadly accuracy. The launcher constructs each missile. The unit must be ordered to construct its missiles. You can toggle an auto build command in the unit's command window. The unit holds a maximum of six missiles at a time. The number can be viewed just above the construction window when the unit is selected. Click the targeting button and select a target within range to fire. If no missiles are built, the next missile constructed will hit that target, if not deflected by anti-missile defenses. You can queue targets by holding the Shift key.

T2 TACTICAL MISSLE LAUNCHER

Abilities: Manual Build, Manual Launch



1,500

00:40

Build Cost	Cost Rate (per sec)	Yield
-4,000	-80	*N/A*
-800	-7	*N/A*

STRATEGIC MISSILE LAUNCHER: STONAGER

The Stonager can create and store up to five nuclear missiles in a special, hardened storage chamber. The unit must be ordered to construct its missiles. This is done by right-clicking the "Build Missile (Auto)" icon in the units command window.

The stocked missile amount can be viewed just above the construction window when the unit is selected. The figure shows how many missiles are built and total storage capacity it can hold (5).

Click the targeting button and select a target within range to fire. If no missiles are built, the next missile constructed will hit that target, if not deflected by anti-missile defenses. You can queue targets by holding the Shift key. The missiles' range is such that it can hit any target on any map. The only thing that can stop a nuclear attack is a Strategic Missile Defense. These attacks are devastating, but the unit is costly and takes an investment in time to build.

T3 STRATEGIC MISSILE LAUNCHER

Abilities: Manual Build, Manual Launch



8,640

83:20

Build Cost	Cost Rate (per sec)	Yield
-1,250,000	-250	*N/A*
-130,000	-26	*N/A*

TACTICAL MISSILE DEFENSE: BUZZKILL

The Buzzkill has six rotating barrels that fire up to 12,000 rounds a minute. Combined with sophisticated tracking software, Buzzkill destroys missiles with astonishing speed and accuracy. The Buzzkill can be constructed on water or land. Many higher class ships come equipped with Tactical Missile Defense, as well.

T2 TACTICAL MISSILE DEFENSE

Abilities: Tactical Missile Defense, Amphibious



3,000

00:26

Build Cost	Cost Rate (per sec)	Yield
-3,200	-120	*N/A*
-280	-10	*N/A*

STRATEGIC MISSILE DEFENSE: NUKE ELIMINATOR

The Eliminator is designed to destroy incoming strategic missiles before they reach their target. The Eliminator must be ordered to construct its defensive missiles. Right-click on the "Build Missile (Auto)" button in the unit's command window to automatically build missiles. The unit launches rockets automatically when the attack missile is within range and when you have available defensive missiles built. You can view the available (built) missiles by selecting the actual unit. The information appears above the construction window. You have a five-missile stock capacity.

T3 STRATEGIC MISSILE DEFENSE

Abilities: Manual Build, Strategic Missile Defense, Amphibious



4,000
10:00

Build Cost	Cost Rate (per sec)	Yield
-240,000	-400	*N/A*
-21,000	-35	*N/A*

SHIELD GENERATOR: SD-PULSE

The Pulse makes use of the UEF's latest military technology, the Pulse Shield Generator. This Shield Generator can be upgraded into a T2 version, which has a larger area of protection. This unit can also be constructed by a T2 or T3 Engineer. It uses a lot of Energy, so make sure to have the extra generator ready to go when this unit becomes operational.

T2 SHIELD GENERATOR



250
01:00
9,000

Build Cost	Cost Rate (per sec)	Yield
-6,000	-100	-200
-600	-10	0

HEAVY SHIELD GENERATOR: HSD PULSE

The upgrade to the T2 Shield Generator, the HSD features a larger, more powerful shield, but at an increased operating cost.

T3 HEAVY SHIELD GENERATOR



500
04:10
15,000

Build Cost	Cost Rate (per sec)	Yield
-50,000	-200	-400
-3,000	-12	0

QUANTUM GATEWAY

The Tech 3 Quantum Gateway summons a Support Commander to the field of battle. Relatively low building and operational cost for such a vital piece of your war effort.

T3 QUANTUM GATEWAY



10,000

01:20

Build Cost	Cost Rate (per sec)	Yield
-12,000	-150	*N/A*
-1,200	-15	*N/A*

INTELLIGENCE GATHERING & PREVENTION UNITS

RADAR SYSTEM: SA1-1000

The UEF's standard radar installation is an effective way to monitor an area for unauthorized trespassing. The light version has a limited range and armor, but can be upgraded. You can see its view range when placing the unit for construction or by clicking on the radar. To upgrade, click on the unit and then on the icon of the unit that appears in the construction menu. The unit is nonfunctional until it is fully upgraded. This Radar System can be built by any Engineer or Support Commander.

T1 RADAR SYSTEM

Abilities: Upgradeable



10

00:16

Build Cost	Cost Rate (per sec)	Yield
-720	-45	-20
-80	-5	0

RADAR SYSTEM: SA2-2000

The SA2 is a long-range equivalent to the light Radar System. The T2 Radar Installation can be upgraded into the T3 Omni Sensor. This unit can be upgraded from the T1 Radar System or built by a T2 or T3 Engineer.

T2 RADAR SYSTEM

Abilities: Upgradeable



50

01:00

Build Cost	Cost Rate (per sec)	Yield
-3,600	-60	-250
-180	-3	0

OMNI SENSOR ARRAY: SA3-OMNI

The Omni Sensor Array is the ultimate in intelligence gathering. In addition to a very long range, the Omni will also defeat Stealth Fields and other cloaking technology. This unit can be upgraded from a T2 Radar System or built by a T3 Engineer.

T3 OMNI SENSOR ARRAY

Abilities: Omni



100

02:00

Build Cost	Cost Rate (per sec)	Yield
-30,000	-250	-2,000
-2,400	-20	0

SONAR SYSTEM: SP1-1000

The UEF's sonar installation is very similar to the radar equivalent. Serving as a cheap, short-range detection mechanism, the SP1 does its job well. Its sensor package can be upgraded and any Engineer or Support Commander can build this unit.

T1 SONAR SYSTEM

Abilities: Upgradeable



50

00:16

Build Cost	Cost Rate (per sec)	Yield
-544	-34	-10
-64	-4	0

SONAR SYSTEM: SP2-2000

The SP2 is a long-range equivalent to the light Sonar System. This Tech 2 Sonar Installation can be upgraded from the Tech 1 version into a mobile variant. Tech 2 or 3 Engineers build these units.

T2 SONAR SYSTEM

Abilities: Upgradeable



200

01:00

Build Cost	Cost Rate (per sec)	Yield
-3,600	-60	-100
-120	-3	0

SONAR PLATFORM: SP3-SONAR

The SP3 is a mobile equivalent to the long-range Sonar System. In addition to a superior sonar range and mobility, the SP3 comes with a bottom-mounted torpedo turret. It is upgraded from a T2 Sonar System or built by a T3 Engineer or Support Commander.

T3 SONAR PLATFORM

Abilities: Mobile, Torpedo Defense



3,500

01:20

Build Cost	Cost Rate (per sec)	Yield
-12,000	-150	-100
-1,200	-15	0

STEALTH FIELD GENERATOR

The Stealth Field Generator covers a sizable area with an advanced radar-stealth field that masks the presence of any units in it from the radar, but it has no effect on line-of-sight. This is a one-of-a-kind unit; there are no upgrades. A T2 or T3 Engineer constructs it.

T2 STEALTH FIELD GENERATOR



200

01:00

Build Cost	Cost Rate (per sec)	Yield
-54,000	-60	-175
-360	-4	0

UEF AIR UNITS

AIR STAGING FACILITY: REFUEL & REPAIR

The Air Staging Platform (ASP) is a complete refueling and repair area that is designed to extend the effective range of aircraft. You must manually move aircraft to this platform or place the flight patrol path over the Air Staging Facility for automatic refueling and repair.

T2 AIR STAGING FACILITY



500

00:35

Build Cost	Cost Rate (per sec)	Yield
-2,100	-60	*N/A*
-350	-10	*N/A*

AIR SCOUT: HUMMINGBIRD

The standard Air Scout for UEF forces, the Hummingbird sacrifices weapons and armor for an advanced optical suite that gives it an excellent field of vision.

T1 AIR SCOUT



5

00:16

Build Cost	Cost Rate (per sec)	Yield
-640	-40	*N/A*
-16	-1	*N/A*

INTERCEPTOR: CYCLONE

The standard UEF Interceptor, the Cyclone is a fast, maneuverable craft that sports linked Anti-Air Railguns as its armament. This aircraft will only fire on other aircrafts.

T1 INTERCEPTOR



20

00:38

Build Cost	Cost Rate (per sec)	Yield
-2,280	-60	*N/A*
-38	-1	*N/A*

ATTACK BOMBER: SCORCHER

The workhorse of the UEF air efforts, the Scorcher is an effective area bomber that is useful against all types of targets, both mobile and stationary. It will not fire at other aircraft. It uses incendiary bombs.

T1 ATTACK BOMBER



20

00:48

Build Cost	Cost Rate (per sec)	Yield
-2,880	-60	*N/A*
-144	-3	*N/A*

LIGHT AIR TRANSPORT: C-6 COURIER

The basic UEF transport, the Courier can hold up to six units and move them rapidly around the field. However, the Courier is extremely vulnerable to Anti-Air fire and Interceptors. If you lose the craft, you lose its cargo. See Chapter 5 for details on transporting and transportation options.

T1 LIGHT AIR TRANSPORT

Abilities: Transport Carries - T1-T3 Land Units



90

01:00

Build Cost	Cost Rate (per sec)	Yield
-4,800	-80	N/A
-120	-2	N/A

TORPEDO BOMBER: STORK

A twin-tailed plane, the Stork carries a payload of Angler torpedoes that it uses to excellent effect against any naval unit. This craft is only built at T2 and T3 Air Factories and does not fire on other flying aircrafts.

T2 TORPEDO BOMBER

Abilities: Sonar



130

00:50

Build Cost	Cost Rate (per sec)	Yield
-6,300	-126	N/A
-600	-12	N/A

GUNSHIP: STINGER

The Stinger is armed with a single Riot Gun that fires at an extremely high rate. A transportation clamp allows the Stinger to pick up a single light vehicle or bot and transport it into battle. This is a very versatile craft that should be made in mass quantities, as it fires at ground and air units and can transport units.

T2 GUNSHIP

Hook: Carries a T1 or T2 Land Unit



120

01:12

Build Cost	Cost Rate (per sec)	Yield
-8,640	-120	N/A
-432	-6	N/A

AIR TRANSPORT: C14 STAR LIFTER

The C14 is a heavily armed and armored troop transport. The Star Lifer is also capable of carrying tanks, vehicles, or any other unit that can fit within the transport's clamp system. These large aircrafts cannot land on Air Staging Facilities, but you can land them on the ground to refuel and use Engineers to repair them if necessary.

T2 AIR TRANSPORT

Abilities: T2 Transport Carries - ACU's, T1-T3 Land Units



210

01:20

Build Cost	Cost Rate (per sec)	Yield
-12,800	-160	N/A
-320	-4	N/A

SPY PLANE: SR90 BLACKBIRD

Based on an ancient design, the Blackbird carries state-of-the-art electronics and has an active Radar System. Though quite fast, the Blackbird lacks any weapons and is vulnerable to Interceptors. It is built at a T3 Air Factory.

T3 SPY PLANE

Abilities: Sonar, Radar



30

00:26

Build Cost	Cost Rate (per sec)	Yield
-4,820	-180	N/A
-160	-6	N/A

AIR-SUPERIORITY FIGHTER: WASP

The next evolution in UEF fighter technology, the Wasp is armed with two Rapid Pulse Beam systems that are designed to inflict maximum damage against lightly armored enemy aircraft. This aircraft will not fire on ground units and is only built at a T3 Air Factory.

T3 AIR-SUPERIORITY FIGHTER



250

02:00

Build Cost	Cost Rate (per sec)	Yield
-24,000	-200	N/A
-360	-3	N/A

STRATEGIC BOMBER: AMBASSADOR

The Ambassador compliments its small yield nuclear bomb with a single Railgun for light Anti-Air support and defense. Since it takes much time, Mass, and Energy to build this aircraft—a large squad of Ambassadors is unlikely—make sure to have it travel while well supported by multiple Gunships; its HP is lower than desired.

T3 STRATEGIC BOMBER

Abilities: Anti-Air



150

04:00

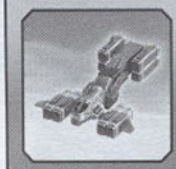
Build Cost	Cost Rate (per sec)	Yield
-72,000	-300	*N/A*
-2,160	-9	*N/A*

HEAVY GUNSHIP: BROADSWORD

The upgrade to the Stinger, the Broadsword features two Tactical Rocket Launchers firing Armor Piercing ordinance and an Anti-Air Railgun. This is a ground-attack platform without equal.

T3 HEAVY GUNSHIP

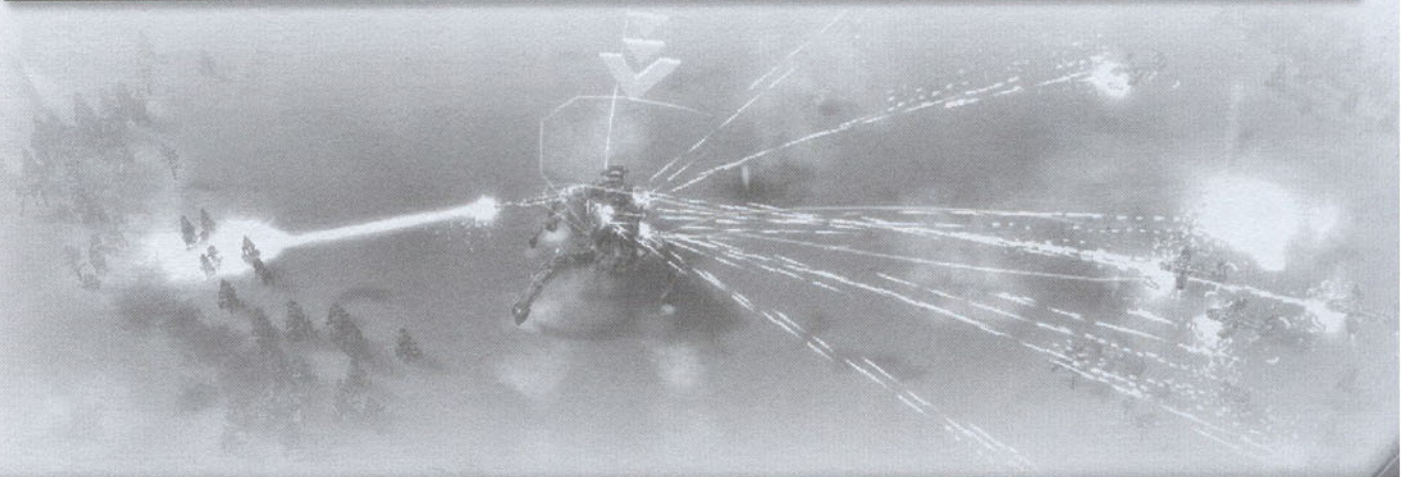
Abilities: Anti-Air



475

02:00

Build Cost	Cost Rate (per sec)	Yield
-18,000	-150	*N/A*
-1,680	-14	*N/A*



TORPEDO LAUNCHER: DN-1

The basic anti-navy unit for coastal and facility defense, the DN-1 fires the standard UEF Angler torpedo that is used by almost all UEF anti-navy units. The DN-1 can only be built on water by any Engineer or your ACU.

T1 TORPEDO LAUNCHER



4,700

01:40

Build Cost	Cost Rate (per sec)	Yield
-4,000	-40	*N/A*
-600	-6	*N/A*

TORPEDO LAUNCHER: TSUNAMI

Launching bursts of four Angler torpedoes, the Tsunami is the top-of-the-line UEF naval defense for the most important sea and coastline installations. The Tsunami can only be built on water by T2 or T3 Engineers and Support Commanders.

T2 TORPEDO LAUNCHER



12,500

02:30

Build Cost	Cost Rate (per sec)	Yield
-9,000	-60	*N/A*
-1,500	-10	*N/A*

ATTACK SUBMARINE: TIGERSHARK

The Tigershark attack sub is a powerful and fast anti-naval unit. It has dual forward firing torpedo bays and a Plasma Cannon for added firepower when it surfaces. Press the Surface or Dive command button as needed. Diving keeps the vessel protected from anything but torpedoes. This unit is constructed by any Tech-level Naval Factory.

T1 ATTACK SUBMARINE

Abilities: Submersible



1,250

01:40

Build Cost	Cost Rate (per sec)	Yield
-2,000	-20	*N/A*
-600	-6	*N/A*

FRIGATE: THUNDERHEAD CLASS

The UEF Frigate is designed to offer fire support, as well as supply a fleet with radar and sonar capabilities. The Thunderhead also houses an onboard radar jammer. This feature can be toggled on and off using the radar icon in its command window. It is constructed by any Tech-level Naval Factory.

T1 FRIGATE

Abilities: Jammer, Radar, Sonar



750

01:20

Build Cost	Cost Rate (per sec)	Yield
-3,200	-40	*N/A*
-320	-4	*N/A*

CRUISER: GOVERNOR CLASS

The Governor's primary role is that of anti-aircraft platform. It houses an anti-missile system, a SAM missile system, a Dual Gauss Cannon, and a Tactical Cruise Missile Launcher.

T2 CRUISER

Abilities: Tactical Missile, Tactical Missile Defense



3,500

03:44

Build Cost	Cost Rate (per sec)	Yield
-18,000	-80	*N/A*
-2,000	-8	*N/A*

DESTROYER: VALIANT CLASS

The Valiant offers a mix of direct fire and anti-submarine weaponry. It includes an Angler Torpedo Bay and a Smart Depth Charge launcher, which can intercept and destroy enemy torpedoes.

T2 DESTROYER

Abilities: Torpedo Defense



7,200

04:10

Build Cost	Cost Rate (per sec)	Yield
-15,000	-60	*N/A*
-2,500	-10	*N/A*

BATTLESHIP: SUMMIT CLASS

The Summit is a powerful shore bombardment and anti-ship vessel. It houses three Tri-Barreled Heavy Gauss Cannons, four Anti-Air Railguns, and two Anti-Missile Phalanx Guns. This is an expensive unit that takes over an unassisted hour to build, but with great rewards; take a look at its HP. Massive!

T3 BATTLESHIP

Abilities: Tactical Missile Defense



60,000

16:00

Build Cost	Cost Rate (per sec)	Yield
-192,000	-200	*N/A*
-24,000	-25	*N/A*

STRATEGIC MISSILE SUBMARINE: ACE

The Ace is a submersible missile platform. Its primary arsenal is an array of long-range tactical missiles! The Ace can refit one of its cruise missiles for extra range and with a nuclear warhead (strategic missile). Watch out! This is done by toggling the "Build Missile (Auto)" button in the construction window when the sub is selected. The most expensive naval unit, it also takes an unassisted lifetime to construct. This unit is constructed at T3 Naval Factories.

T3 STRATEGIC MISSILE SUBMARINE

Abilities: Submersible, Manual Build, Manual Launch



4,000

83:20

Build Cost	Cost Rate (per sec)	Yield
-1,750,000	-350	*N/A*
-150,000	-30	*N/A*

T4 EXPERIMENTAL UNITS

MOBILE FACTORY: FATBOY

With armor and firepower equivalent to a standard UEF Battleship, the Fatboy can roll into hostile territory and not only defend itself, but also create an entire army on-the-fly. You start by constructing the only available unit for construction, the T3 Engineer. Toggle the Shield on and off to save Energy. It can carry up to four aircrafts at one time. Select the aircraft and right-click on the Fatboy to load it up. To unload, click the transport button in the command window and select a location. Fatboys are constructed by T3 Engineers, upgraded ACU, or Support Commanders.

T4 MOBILE FACTORY

Abilities: Engineering Suite, Air Staging - refuels/repairs aircraft, Transport, Shield, Amphibious, and Torpedoes



25,000

25:12

25,000

Build Cost	Cost Rate (per sec)	Yield
-756,000	-500	-500
-70,500	-46	0

SUBMERSIBLE AIRCRAFT CARRIER: ATLANTIS

With its ability to submerge, the Atlantis can safely transport a fleet of aircraft over great distances. It can also act as a mobile Air Staging Platform. These units are constructed by T3 Engineers, upgraded ACUs, and Support Commanders. To load the Atlantis, select aircraft and right-click on the Atlantis. An orange transport icon will appear as you do this. Atlantis will hold 150 air units. To offload the cargo, click the purple transport button and select a location on the map. Set a patrol route that includes the Atlantis so the aircraft will use it as an Air Staging Platform.

T4 SUBMERSIBLE AIRCRAFT CARRIER

Abilities: Submersible, Air Staging Facility, and Radar



60,000

28:00

Build Cost	Cost Rate (per sec)	Yield
-210,000	-125	*N/A*
-16,800	-10	*N/A*

STRATEGIC ARTILLERY: MAVOR

The most advanced of the UEF strategic weaponry, the Mavor delivers devastating, pinpoint accurate firepower at extreme ranges. The Mavor can provide artillery coverage across any theater, regardless of range. These units are constructed by T3 Engineers, upgraded ACUs, and Support Commanders.

T4 STRATEGIC ARTILLERY



8,000

374:59

Build Cost	Cost Rate (per sec)	Yield
-11,249,999	-500	*N/A*
-378,000	-16	*N/A*

ACU



11,000

Yield

10

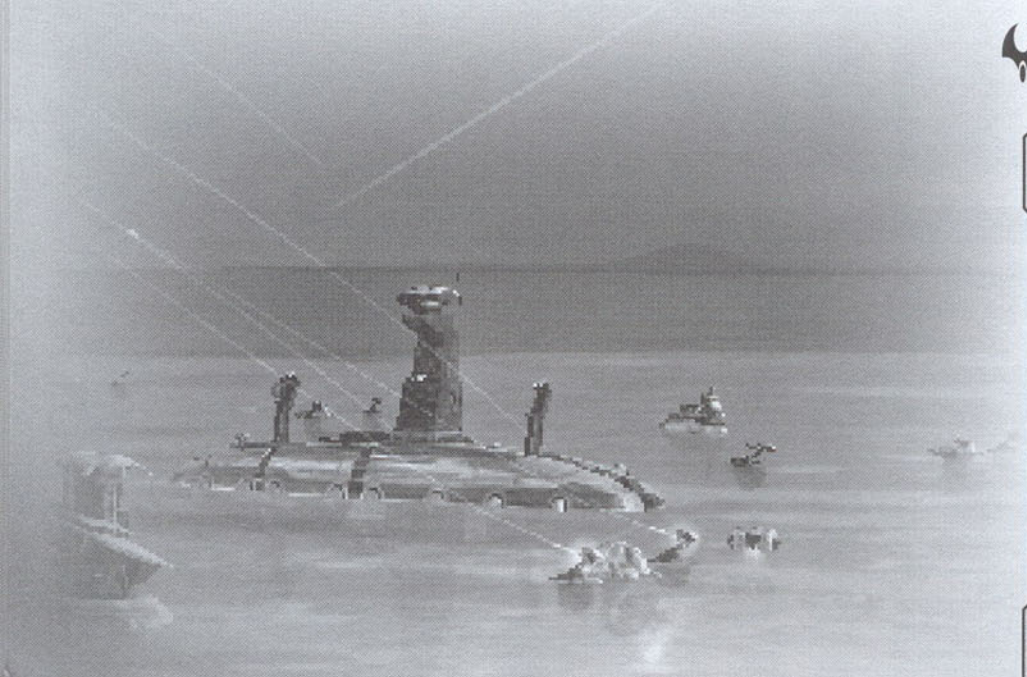
1

This is your main character; if the ACU is lost, the battle is over. The ACU can construct T1 units and structures similar to a Tech 1 Engineer, but specifically the following: Land Factory, Air Factory, Naval Factory, Mass Extractor, Mass Fabricator, Power Generator, Wall Section, Point Defense, Anti-Air Turret, and a Torpedo Launcher.

Your ACU can build these units in about half the time that it takes for an Engineer to build the same unit. The ACU has access to an Overcharge attack and can reclaim, capture, and repair other units and structures. It explodes upon death, creating a large nuclear explosion.

Upgrades

The ACU can upgrade its shields and weapons. This is done through the upgrade icon in the construction menu that appears when this unit is selected.



Personal Shield (Back)

29,000

02:05

Build Cost	Cost Rate (per sec)
-9,3750	-750
-1,500	-12

Yield

-300

0

When activated, the Personal Shield creates a protective barrier around the ACU. Like other UEF shields, this one will dissipate after taking enough damage and will need to recharge before it can be activated again.

Heavy Personal Shield Generator (Back)

44,000

04:10

Build Cost	Cost Rate (per sec)
-1,000,000	-4,000
-4,500	-18

Yield

-300

0

When activated, a personal shield is created around the ACU. The shield will dissipate after taking a certain amount of damage and must recharge before it can be reactivated.

Personal Teleporter (Back)

N/A

10:00

Build Cost		Cost Rate (per sec)	
-3,000,000		-5,000	
-60,000		-100	

Yield

N/A

N/A

The Personal Teleporter lets the Commander teleport almost instantly across a range of several miles. It requires considerable Energy to activate.

Resource Allocation System (Back)

N/A

02:30

Build Cost		Cost Rate (per sec)	
-300,000		-6,000	
-2,250		-40	

Yield

2,700

18

The Resource Allocation System introduces efficiency algorithms that enhance the rate at which the ACU can generate recourses.

Advanced Resource Allocation System (Back)

N/A

03:00

Build Cost		Cost Rate (per sec)	
-900,000		-5,000	
-4,500		-25	

Yield

5,400

36

This is only available to the Aeon ACU. This becomes available after upgrading the Resource Allocation upgrade. The efficiency algorithms that enhance the rate at which the ACU can generate recourses are greatly increased.

Chrono Dampener (Back)

N/A

02:05

Build Cost		Cost Rate (per sec)	
-31,250		-250	
-1,500		-12	

Yield

N/A

N/A

Chrono Dampener creates a Quantum Stasis Field around the ACU that immobilizes enemy units within a certain radius. However, this process consumes a lot of Energy.

Enhanced Sensor System (RCH)

N/A

02:05

Build Cost		Cost Rate (per sec)	
-31,250		-250	
-1,500		-12	

Yield

N/A

N/A

This upgrade greatly expands the range of the standard on-board ACU sensor systems and is a popular choice with Commanders who are often active away from their main base.

Heat Sink Augmentation (RCH)

N/A

02:30

Build Cost		Cost Rate (per sec)	
-112,500		-750	
-4,500		-30	

Yield

N/A

N/A

When the Heat Sink Augmentation is installed, the ACU can fire the Quantum Disruptor Beam to fire nearly twice as fast.

Crysalis Beam Augmentation (LCH)

N/A

01:40

Build Cost	Cost Rate (per sec)
-75,000	-750
-1,500	-15

Yield

N/A

N/A

Beam Augmentation focuses the standard ACU Quantum Disruptor beam through a series of special lenses, greatly enhancing the beam's cohesion and almost doubling its maximum range.

Tech 2 Engineering Suite (LCH)

N/A

00:22

Build Cost	Cost Rate (per sec)
-50,000	-6
-2,000	-45

Yield

N/A

N/A

Commanders looking to expand their ACU's building capacity will typically install this upgrade, which increases its building speed.

Tech 3 Engineering Suite (LCH)

N/A

03:00

Build Cost	Cost Rate (per sec)
-900,000	-5,000
-6,750	-37

Yield

N/A

N/A

After upgrading to the T2 Engineering Suit, Commanders can further expand their ACU's building capacity with this upgrade, which will increase the ACU's building speed and building options.

AEON CONSTRUCTION UNITS

ENGINEER

The Engineer is a multi-purpose construction, repair, capture, and reclamation unit. It is amphibious and can skim across the water's surface to construct naval facilities. Sacrificing it during the construction process will add instant build value. The "Sacrifice" command appears in the unit's command window (the green moon and gear icon). When not constructing, the Engineers should be used to assist factories or other structures or Engineers to speed up the production of units, upgrades, or missiles.

TECH 1 ENGINEER

Abilities: Hover, Engineering Suite, Sacrifice



150

00:15

Build Cost	Cost Rate (per sec)	Storage
-300	-20	5
-45	-3	1

The Tech 1 Engineer can construct the following T1 units and structures:

T1 Engineer Construction Menu

T1 Land Factory	T1 Mass Storage	T1 Point Defense
T1 Air Factory	T1 Power Generator	T1 Anti-Air Turret
T1 Naval Factory	T1 Hydrocarbon Power Plant	T1 Torpedo Launcher
T1 Mass Extractor	T1 Energy Storage	T1 Radar System
T1 Mass Fabricator	T1 Wall Section	T1 Sonar System

TECH 2 ENGINEER

Abilities: Hover, Engineering Suite, Sacrifice



514

00:22

Build Cost	Cost Rate (per sec)	Storage
-990	-22	30
-132	-3	5

Built at any Tech 2 Factory, the T2 Engineer is capable of building more complex structures. It can construct all T1 units and structures (by clicking the appropriate Tech-level in the construction window) in addition to all the following Tech 2 units and structures:

T2 Engineer Construction Unit List (excluding T1 list)

T2 Mass Extractor	T2 Artillery Installation	T2 Stealth Field Generator
T2 Power Generator	T2 Tactical Missile Launcher	T2 Radar System
T2 Point Defense	T2 Tactical Missile Defense	T2 Sonar System
T2 Anti-Air Flak Artillery	T2 Shield Generator	T2 Air Staging Facility
T2 Torpedo Launcher		

TECH 3 ENGINEER

Abilities: Hover, Engineering Suite, Sacrifice



1,050

00:32

Build Cost	Cost Rate (per sec)	Storage
-3,200	-100	100
-448	-14	10

Built at a T3 factory, the T3 Engineer is capable of building the most complex structures. It constructs all T1 and T2 units and structures in addition to Experimental units and all the following Tech 3 units and structures:

T3 Engineer Construction Unit List (excluding T1 & T2 list)

T3 Mass Extractor
T3 Mass Fabricator
T3 Power Generator
T3 Anti-Air SAM Launcher
T3 Heavy Artillery Installation
T3 Strategic Missile Launcher
T3 Strategic Missile Defense
T3 Heavy Shield Generator
T3 Sonar Platform
T3 Omni Sensor Array
T3 Quantum Gateway
T4 Flying Fortress (Czar)
T4 Submersible Battleship (Tempest)
T4 Sacred Assault Bot (Galactic Colossus)

LAND FACTORY

The Land Factory creates the initial mobile units necessary to wage a war. The Factory is outfitted to create only land-based units, but can be upgraded to T2 and then T3 to assist other factories. As you upgrade your factory, the previous Tech level units are still available for construction.

T1 LAND FACTORY



4,500

01:00

Build Cost	Cost Rate (per sec)	Storage
-2,100	-35	400
-240	-4	80

The Land Factory can produce the following land units:

T1 Land Factory Menu	T2 Land Factory Menu	T3 Land Factory Menu
T1 Engineer	T2 Engineer	T3 Engineer
T1 Land Scout	T2 Heavy Tank	T3 Siege Assault Bot
T1 Light Assault Bot	T2 Mobile Missile Launcher	T3 Mobile Heavy Artillery
T1 Light Tank	T2 Mobile AA Flak Artillery	
T1 Mobile Light Artillery	T2 Mobile Shield Generator	
T1 Mobile Anti-Air Gun	T3 Land Factory (Upgrade)	
T2 Land Factory (Upgrade)		

AIR FACTORY

The Air Factory creates the initial air units necessary to wage a war. It is outfitted to create only air-based units, but can be upgraded no more than T3 and can assist other factories. Use additional Engineers to assist the Air Factory to expedite aircraft production.

T1 AIR FACTORY



4,500

01:20

Build Cost	Cost Rate (per sec)	Storage
-2,400	-30	400
-240	-3	80

The Air Factory can produce the following air units:

T1 Air Factory Menu	T2 Air Factory Menu	T3 Air Factory Menu
T1 Engineer	T2 Engineer	T3 Engineer
T1 Air Scout	T2 Torpedo Bomber	T3 Spy Plane
T1 Interceptor	T2 Gunship	T3 Air-Superiority Fighter
T1 Attack Bomber	T2 Air Transport	T3 Strategic Bomber
T1 Light Air Transport	T3 Air Factory (Upgrade)	
T2 Air Factory (Upgrade)		

T3 Heavy Gunship

The UEF have a T3 Heavy Gunship available for construction at their T3 Air Factory; the Aeon and Cybran do not.

The Naval Factory creates the initial naval units necessary to wage a war. The factory is outfitted to create only naval units, can be upgraded no higher than a Tech level 3, and can assist other factories. The Naval Factory must be built in the correct depth of water; shallow beach water will not work.

T1 NAVAL FACTORY



4,500

01:00

Build Cost	Cost Rate (per sec)	Storage
-1,500	-25	400
-300	-5	80

The Naval Factory can produce the following naval units:

T1 Naval Factory Menu

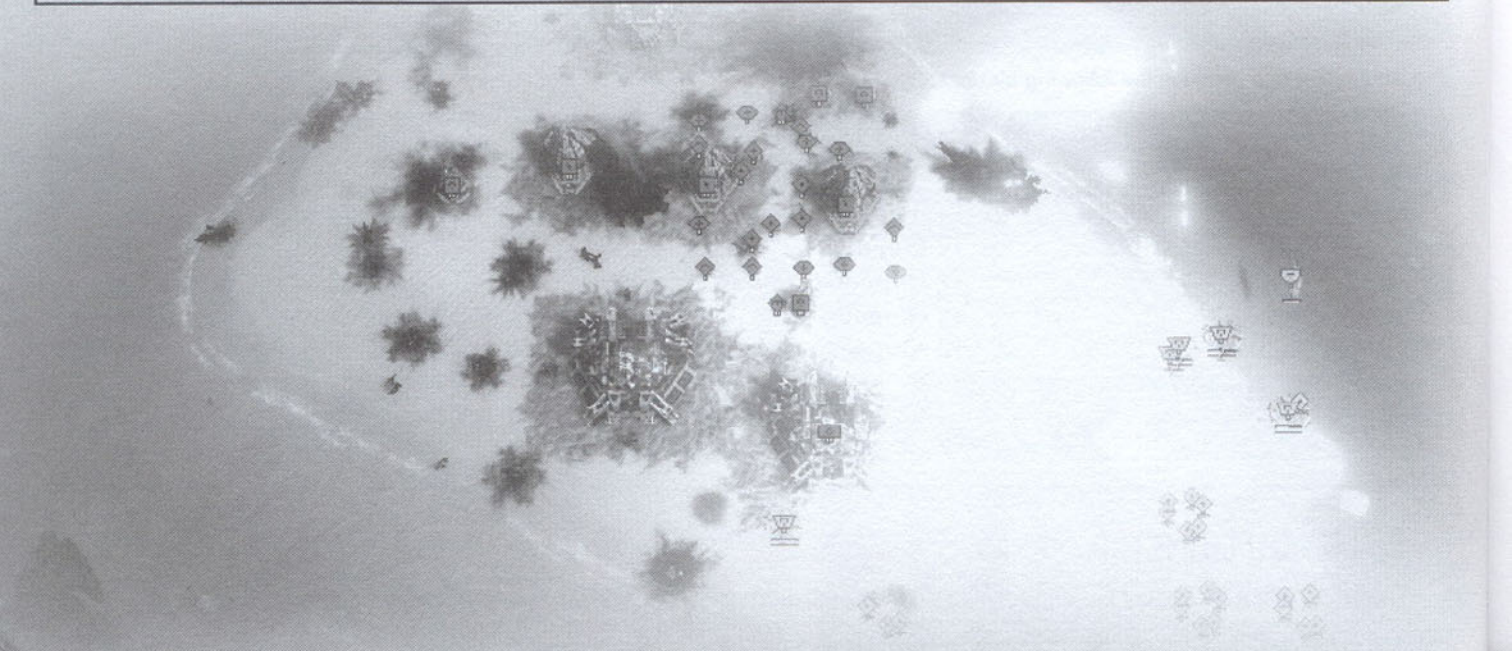
- T1 Engineer
- T1 Attack Boat
- T1 Attack Submarine
- T1 Frigate
- T2 Naval Factory (Upgrade)

T2 Naval Factory Menu

- T2 Engineer
- T2 Cruiser
- T2 Destroyer
- T3 Naval Factory (Upgrade)

T3 Naval Factory Menu

- T3 Engineer
- T3 Battleship
- T3 Aircraft Carrier
- T3 Strategic Missile Submarine



POWER GENERATOR

To create Energy you must build and maintain generators. There's a generator for each Tech level. Placing Power Generators side-by-side and adjacent to the different sides of your factories and other structures reduces the operating cost of the linked structures. This is called an Adjacency Bonus.

T1 POWER GENERATOR



720

00:25

Build Cost	Cost Rate (per sec)	Storage
-750	-30	20
-75	-3	0

The T1 Power Generator is a cheap, solid, and stable source of Energy generation.

T2 POWER GENERATOR



2,160

03:20

Build Cost	Cost Rate (per sec)	Storage
-12,000	-60	500
-1,200	-6	0

The upgrade to the Power Generator, the T2's construction cost is high. Construction of structures next to a T2 Generator improves the operating efficiency of the adjacent structures.

T3 POWER GENERATOR



9,720

06:00

Build Cost	Cost Rate (per sec)	Storage
-57,600	-160	2,500
-3,240	-9	0

The Quantum Reactor is the best front-line Energy supply available. Construction of structures next to a Quantum Reactor improves the operating efficiency of the adjacent structures.

HYDROCARBON POWER PLANT



2,880

01:20

Build Cost	Cost Rate (per sec)	Yield
-800	-10	100
-160	-2	0

Deposits of hydrocarbon containing natural resources remain a viable source of Energy to this day. The HCPP is much more efficient than a standard Power Generator. You must construct the HCPP on top of hydrocarbon deposits, which appear on the map as yellow lightning bolts. There are no upgrades for this machine.

ENERGY STORAGE



1,200

01:20

Build Cost	Cost Rate (per sec)	Storage
-4,800	-60	2,000
-480	-6	0

The Energy Storage Unit increases the maximum Energy capacity of a Commander's economy. Each Energy Storage unit holds 2000 Energy. Build adjacent to Power Generators to receive a bonus.

Time for Storage

You will most likely need Energy Storage before Mass Storage. To determine the right time to build Energy Storage, look at the two adjacent numbers under the Energy Meter in the top-right corner of the screen. The first number is the Energy being produced and the second number is the Energy capacity of your economy. When these numbers are the same, it's time to quickly build Energy Storage. Neglecting to do so will waste the Energy you are producing. Continue to build Energy Storage until the Energy Capacity figure is higher than the production number.

Mass is a valuable resource in the Infinite War. It is mined by Mass Extractors. There's a new Mass Extractor for each Tech level reached. The higher level Extractors dig deeper into the ground for more Mass. Mass Extractors must be placed on the greenish-yellow mass icons peppered throughout the maps. Mass can also be produced using Mass Fabricators, but you must have a good supply of Energy to run Fabricators.

Upgrading Mass Extractors

To upgrade, click on the unit where it is built on the map and then click on the Mass Extractor icon that appears in the construction menu. The upgrade will take place immediately. While upgrading, the Mass Extractor will not mine. A progress meter appears below the HP level of the Mass Extractor as it upgrades.

T1 Mass Extractor



1,200

00:12

Build Cost	Cost Rate (per sec)	Yield
-360	-30	-2
-36	-3	2

This is the basic Mass Extractor; low cost and low production, but also low operation cost. Your ACU or any Engineer can construct these.

T2 Mass Extractor



2,160

01:30

Build Cost	Cost Rate (per sec)	Yield
-5,400	-60	-9
-900	-10	6

The T2 Extractor is upgraded from the Mass Extractor or built by a T2 Engineer. This version is more costly to maintain, but results in much faster Mass collection.

T3 MASS EXTRACTOR



4,000

01:30

Build Cost	Cost Rate (per sec)	Yield
-10,800	-120	-36
-1,800	-20	12

The T3 Extractor is upgraded from the T2 Extractor or built by a T3 Engineer. This version is the most costly to maintain, but results in much faster Mass collection.

MASS FABRICATOR

Mass Fabricators are units that allow you to produce Mass where there are no Mass Deposits. Mass Fabricators require more Energy than Mass Extractors, but Energy can also be produced from the safety of your base—it's a win-win situation. There are two versions: a T1 and T3 Mass Fabricator. If your Energy becomes dangerously low, you can turn the Fabricators off until your Energy problems are corrected.

T1 MASS FABRICATOR



360

00:25

Build Cost	Cost Rate (per sec)	Yield
-1,000	-40	-40
-0	0	1

This ingenious system is used for converting pure Energy into usable Mass. The Energy costs are immense. It only produces half the amount of Mass as a T1 Mass Extractor, but amazingly costs no Mass to build.

T3 MASS FABRICATOR



6,000

03:20

Build Cost	Cost Rate (per sec)	Yield
-100,000	-500	-1,500
-800	-4	24

The Mass Fabrication Facility produces a large amount of Mass at an exorbitant Energy cost. Only an infrastructure with a tremendous amount of Energy is able to operate one of these. This facility produces double that of a T3 Mass Extractor.

MASS STORAGE



1,600

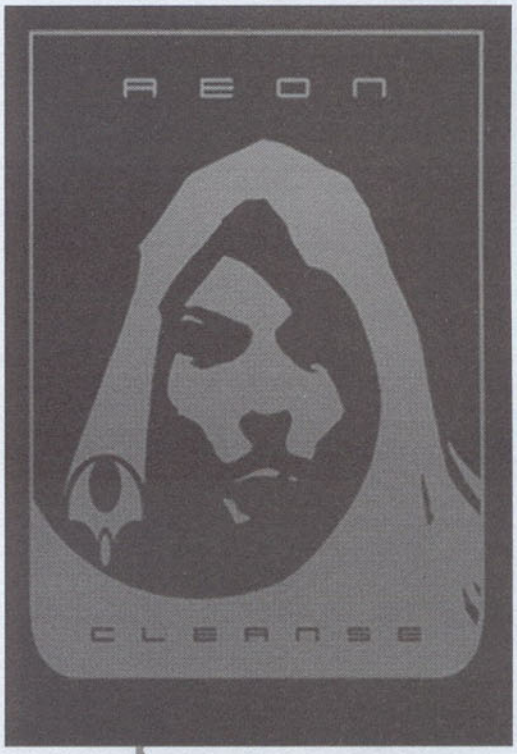
0:40

Build Cost	Cost Rate (per sec)	Storage
-1,200	-30	0
-160	-4	500

The Mass Storage Unit increases the maximum Mass capacity of a Commander's economy. Each storage unit holds up to 500 Mass. Build adjacent to Extractors and Fabricators to receive a bonus.

Time For Storage

To determine the right time for building Mass Storage, look at the two adjacent numbers under the Mass Meter in top-left corner of the screen. The first number represents Mass being produced and the second is the Mass capacity. When these numbers are the same, it's time to quickly build Mass Storage. Neglect to do so and you'll waste the Mass you are trying so hard to produce. Continue to build Mass Storage units until the Mass Capacity figure is higher than the production number.





T3 SUPPORT COMMAND UNIT

Abilities: Meltdown - Explodes on Death, Customizable



6,000

05:00

Build Cost	Cost Rate (per sec)	Yield
-30,000	-1,000	20
-6,000	-20	2

This unit is summoned through a Quantum Gate, which is built by a T3 Engineer or an upgraded ACU. The Support Command Unit can continually rebuild and repair any unit or structure. It is self-repairing and capable of traversing large bodies of water. The Sub-commander also acts as a T3 Engineer, having the ability to construct T1 through T3 units and structures, including T4 experimental units.

Upgrades

The Sub-commander is similar to your ACU as it can upgrade its shields and weapons. This is done the same way you upgrade your ACU—through the upgrade icon in the construction menu that appears when this unit is selected.

Personal Shield (Back)

15,000

02:05

Build Cost	Cost Rate (per sec)
-93,750	-750
-1,000	-8

Yield

-300

0

Abilities: Meltdown - Explodes on Death, Customizable

This unit is summoned through a Quantum Gate, which is built by a T3 Engineer or an upgraded ACU. The Support Command Unit can continually rebuild and repair any unit or structure. It is self-repairing and capable of traversing large bodies of water. The Sub-commander also acts as a T3 Engineer, having the ability to construct T1 through T3 units and structures, including T4 experimental units.

Teleporter (Back)

N/A

20:00

Build Cost	Cost Rate (per sec)
-6,000,000	-5,000
-60,000	-50

Yield

N/A

N/A

The Personal Teleporter lets the Support Commander teleport almost instantly across a range of several miles. It requires considerable Energy to activate.

Heavy Personal Shield Generator (Back)

25,000

02:30

Build Cost	Cost Rate (per sec)
-600,000	-4,000
-1,650	-11

Yield

-600	
0	

An upgrade to the Personal Shield, this shield enhances the strength of the Shield Generator.

System Integrity Compensator (Back)

N/A

02:30

Build Cost	Cost Rate (per sec)
-112,500	-750
-1,500	-10

Yield

N/A	
N/A	

The System Integrity Compensator upgrade increases the rate at which the SACU regenerates damaged armor.

Stability Supressant (RCH)

N/A

02:30

Build Cost	Cost Rate (per sec)
-60,000	-4,000
-2,550	-17

Yield

N/A	
N/A	

When the SACU is upgraded with a Stability Suppressant, its Reaction Cannon will cause a powerful area-of-effect "wake" that damages any nearby enemy units.

Resource Allocation System (RCH)

N/A

05:00

Build Cost	Cost Rate (per sec)
-300,000	-1,000
-6,000	-20

Yield

N/A	
N/A	

The Resource Allocation System reduces the operating costs of the SACU.

Engineering Focusing Module (LCH)

N/A

05:00

Build Cost	Cost Rate (per sec)
-750,000	-250
-2,100	-7

Yield

N/A	
N/A	

The Engineering Focus Module upgrade enables the SACU to build and repair at a much faster rate.

Sacrificial Preparations (LCH)

N/A

01:15

Build Cost	Cost Rate (per sec)
-4,500	-60
-300	-4

Yield

N/A	
N/A	

The Sub-commander may be ordered to sacrifice in order to add her SACU's Mass to a structure. However, a new Sub-commander will have to be summoned via a Quantum Gate.

LAND SCOUT: SPIRIT

T1 LAND SCOUT

Abilities: Hover, Radar



23

00:04

Build Cost	Cost Rate (per sec)	Yield
-40	-10	N/A
-8	-2	N/A

With good speed and a capable weapon, the Spirit is a good scout with decent firepower. The Land Scout is constructed at a T1 Land Factory and is ideal for quickly scouting out the territory to spot the enemy. Its radar allows you to see a small area around the scout and its speed provides quick getaways, making it difficult for most assault vehicles to catch it or get it in range to destroy it; at least not until air units or more long-range, devastating land units are produced.

LIGHT ASSAULT BOT: FLARE

T1 LIGHT ASSAULT BOT



50

00:07

Build Cost	Cost Rate (per sec)	Yield
-140	-20	N/A
-28	-4	N/A

SIEGE ASSAULT BOT: HARBINGER

T3 SIEGE ASSAULT BOT

Abilities: Repairs, Reclaims



5,100

00:40

Build Cost	Cost Rate (per sec)	Yield
-3,200	-80	N/A
-480	-12	N/A

The Harbinger features a High Intensity Laser, as well as a simplified Reclamation and Repair system that allows the unit to reclaim matter in the field and repair itself.

LIGHT TANK: AURORA

T1 LIGHT TANK

Abilities: Hover



140

00:13

Build Cost	Cost Rate (per sec)	Yield
-260	-20	N/A
-52	-4	N/A

The Aurora has extremely light armor, though it has excellent range and damage. Luckily for the other factions, the Aurora's Disruptor Cannon has a very slow rate of fire. Produced at T1 through T3 Land Factories.

HEAVY TANK: OBSIDIAN

T2 HEAVY TANK

Abilities: Shield



150

00:20

Build Cost	Cost Rate (per sec)	Yield
-800	-40	-20
-160	-8	0

The Obsidian mounts a Quantum Cannon; a powerful, yet slow-firing weapon. All Obsidians feature a Tachyon Shield Generator, which generates a shield around the unit when active.

MOBILE LIGHT ARTILLERY: FERVOR

T1 MOBILE LIGHT ARTILLERY



150

00:09

Build Cost	Cost Rate (per sec)	Yield
-180	-20	N/A
-36	-4	N/A

The Fervor makes up for its lack of accuracy by covering a target area with dozens of shells. These shells have a very small detonation radius, but deliver an incredible punch.

MOBILE MISSILE LAUNCHER: EVENSONG

T2 MOBILE MISSILE LAUNCHER



370

00:40

Build Cost	Cost Rate (per sec)	Yield
-1,600	-40	N/A
-240	-6	N/A

Featuring a "Serpentine" Tactical Missile Rack, the Seeker is effective out to medium ranges, but does relatively light damage, necessitating several shots to defeat a target. This unit is constructed at T2 and T3 Land Factories.

MOBILE HEAVY ARTILLERY: SERENITY

T3 MOBILE HEAVY ARTILLERY



900

01:20

Build Cost	Cost Rate (per sec)	Yield
-8,000	-100	N/A
-800	-10	N/A

The Aeon's Mobile Heavy Artillery delivers incredible damage at extremely long ranges. The Sonance Feedback Shell detonates and starts a chain reaction in a small area of effect.

MOBILE ANTI-AIR GUN: THISTLE

T1 MOBILE ANTI-AIR GUN



205

00:07

Build Cost	Cost Rate (per sec)	Yield
-140	-20	N/A
-28	-4	N/A

The Thistle sports a fast-firing sonic pulse battery. This weapon is designed to disrupt the lighter armor found on aircraft and cause critical structural damage. Vulnerable to land units; have it travel with ground support.

MOBILE AA FLAK ARTILLERY: ASCENDANT

T2 MOBILE AA FLAK ARTILLERY

Abilities: Hover



1,000

00:20

Build Cost	Cost Rate (per sec)	Yield
-800	-40	*N/A*
-160	-8	*N/A*

The Ascendant is armed with a Temporal AA Fizz Launcher. This device creates a "bubble" that damages the enemy on a quantum level, causing the target to tear itself apart. This unit is built at T2 and T3 Land Factories.

MOBILE SHIELD GENERATOR: ASYLUM

T2 MOBILE SHIELD GENERATOR

Abilities: Hover



50

00:24

Build Cost	Cost Rate (per sec)	Yield
-800	-33	-75
-96	-4	0

The Asylum employs a combination of electromagnetic and kinetic generators to create a shield around a large area. It is generally used to provide additional protection for ground assaults.

WALL SECTION

T1 WALL SECTION



4,000

00:02

Build Cost	Cost Rate (per sec)	Yield
-10	-5	*N/A*
-2	-1	*N/A*

Like other factions, the Aeon employ modular wall pieces to protect their structures from unwanted intrusion and direct weapons fire.

POINT DEFENSE: ERUPTER

T1 POINT DEFENSE



850

00:50

Build Cost	Cost Rate (per sec)	Yield
-2,000	-40	N/A
-250	-5	N/A

The standard ground defense for civilian and secondary military outposts, the Erupter features a Graviton Projector that provides ample defense without draining the local economy. Constructed by your ACU or any Engineer.

POINT DEFENSE: OBLIVION

T2 POINT DEFENSE



1,700

00:48

Build Cost	Cost Rate (per sec)	Yield
-3,648	-76	N/A
-528	-11	N/A

The Oblivion, named for the Oblivion Cannon it uses, is a heavily armored defensive tower. It is a slow, but devastating weapon with area-of-effect damage.

ANTI-AIR TURRET: SEEKER

T1 ANTI-AIR TURRET

Abilities: Amphibious



1,200

00:50

Build Cost	Cost Rate (per sec)	Yield
-2,000	-40	N/A
-200	-4	N/A

The Seeker employs the standard Aeon anti-air Pulse Battery for AA defense rather than a direct fire weapon. When built over water, the Seeker is fitted with a platform. This is a great companion to any Point Defense or Torpedo Launcher.

T2 ANTI-AIR FLAK ARTILLERY

Abilities: Amphibious



3,900

01:10

Build Cost	Cost Rate (per sec)	Yield
-5,600	-80	*N/A*
-560	-8	*N/A*

Rather than using standard flak, the Aeon utilizes a Temporal AA Fizz Launcher. This device creates a "bubble" that damages the target on a quantum level, causing the target to tear itself apart. Only T2 or T3 Engineers and Support Commanders can construct these.

T3 ANTI-AIR SAM LAUNCHER

Abilities: Amphibious



6,000

01:40

Build Cost	Cost Rate (per sec)	Yield
-12,000	-120	*N/A*
-1,400	-14	*N/A*

Unlike other anti-aircraft systems, this weapon delivers a single "Zealot" missile at its target. When constructed over water, this SAM launcher is built on a platform. Only T3 Engineers and Support Commanders can construct these.

T2 ARTILLERY INSTALLATION



2,200

03:18

Build Cost	Cost Rate (per sec)	Yield
-19,800	-100	*N/A*
-2,772	-14	*N/A*

An emplacement artillery piece, the Miasma is named after its munitions, the "Miasma" Shell, which does incredible damage over time. This *fixed* gun is constructed by T2 or T3 Engineers and Support Commanders.

T3 HEAVY ARTILLERY INSTALLATION



4,000

44:33

Build Cost	Cost Rate (per sec)	Yield
-1,336,500	-500	N/A
-121,500	-45	N/A

The Aeon's highest tier artillery fires Sonance Feedback Shells, which do incredible damage at extremely long ranges and with phenomenal accuracy, but at a reduced rate of fire. Make sure you cover this unit with a Heavy Shield Generator, as it will be a prime target.

T2 TACTICAL MISSILE LAUNCHER

Abilities: Manual Build, Manual Launch



1,500

01:10

Build Cost	Cost Rate (per sec)	Yield
-3,500	-50	N/A
-700	-10	N/A

The weapon can construct and store up to eight "Serpentine" missiles, which do burst damage and have a decent sustained fire. The unit must be ordered to construct its missiles, but you can toggle an auto build command in the unit's command window. The number of built missiles can be viewed just above the construction window when the unit is selected. Click the targeting button and select a target within range to fire. If no missiles are built, the next missile constructed will hit that target, if not deflected by anti-missile defenses. You can queue targets by holding the Shift key.



STRATEGIC MISSILE LAUNCHER: APOCALYPSE

T3 STRATEGIC MISSILE LAUNCHER

Abilities: Manual Build, Manual Launch



8,640

83:20

Build Cost	Cost Rate (per sec)	Yield
-1,250,000	-250	*N/A*
-130,000	-26	*N/A*

This missile launcher can construct and store five Quantum Distortion Warheads, which provide overwhelming, long-range firepower. The unit must be ordered to construct its missiles. This is done by right-clicking the "Build Missile (Auto)" icon in the unit's command window. The only thing to stop a nuclear attack is a Strategic Missile Defense. These attacks are devastating. The unit is costly and takes an investment in time to build.

TACTICAL MISSILE DEFENSE: VOLCANO

T2 TACTICAL MISSILE DEFENSE

Abilities: Tactical Missile Defense, Amphibious



3,000

00:20

Build Cost	Cost Rate (per sec)	Yield
-1,600	-80	*N/A*
-140	-7	*N/A*

The Volcano utilizes the "Will-O-Wisp" tactical missile flare, which pulls incoming projectiles toward it where it safely detonates the incoming missile or rocket. It can be built on water.



STRATEGIC MISSILE DEFENSE: PATRON

T3 STRATEGIC MISSILE DEFENSE

Abilities: Manual Build, Strategic Missile Defense, Amphibious



4,000
10:00

Build Cost	Cost Rate (per sec)	Yield
-240,000	-400	*N/A*
-21,000	-35	*N/A*

The Patron is designed to destroy incoming strategic missiles before the missile reaches its target. This launcher can store five missiles. The Patron must be ordered to construct its defensive missiles. Right-click on the "Build Missile (Auto)" button in the unit's command window. The unit launches rockets automatically when the attack missile is in range and when you have missiles built. You can view the available (built) missiles by selecting the actual unit. The information appears above the construction window. Build a couple of these in case multiple enemies send nukes your way.

SHIELD GENERATOR: SHIELD OF LIGHT

T2 SHIELD GENERATOR



150
00:48
11,000

Build Cost	Cost Rate (per sec)	Yield
-5,760	-120	-150
-480	-10	0

The Shield of Light is the Aeon version of the Shield Generator. It employs a combination electromagnetic and kinetic generator to defeat incoming missiles and other ordnance. This unit can also be constructed by a T2 or T3 Engineer. It uses huge amounts of Energy, so make sure to have the extra generator ready to go when this unit becomes operational.

HEAVY SHIELD GENERATOR: RADIANCE

T3 HEAVY SHIELD GENERATOR



2,200
03:20
18,000

Build Cost	Cost Rate (per sec)	Yield
-44,000	-220	-300
-2,400	-12	0

An upgrade to the "Shield of Light," the Radiance can absorb more damage and has a larger radius of protection.

QUANTUM GATEWAY: PORTAL

T3 QUANTUM GATEWAY



10,000

01:20

Build Cost	Cost Rate (per sec)	Yield
-12,000	-150	*N/A*
-1,200	-15	*N/A*

The Portal allows a Sub-commander to be called in, who can then help maintain and repair units and structures, as well as upgrade its weapons and armor much like the ACU.

INTELLIGENCE GATHERING AND PREVENTION UNITS

RADAR SYSTEM

T1 RADAR SYSTEM

Abilities: Upgradeable



10

00:16

Build Cost	Cost Rate (per sec)	Yield
-720	-45	-20
-80	-5	0

The base radar has a limited range and armor, but is exceptionally cheap to build. This system can be upgraded for longer ranges and other abilities. To upgrade, click on the unit and then on the icon of the unit that appears in the construction menu. The unit will be nonfunctional while it upgrades.

RADAR SYSTEM

T2 RADAR SYSTEM

Abilities: Upgradeable



50

01:00

Build Cost	Cost Rate (per sec)	Yield
-3,600	-60	-250
-180	-3	0

The T2 Radar System is a long range equivalent to the T1 system. The T2 Radar Installation can be upgraded into the T3 Omni Sensor. This unit can be upgraded from the T1 Radar System or built by a T2 or T3 Engineer.

T3 OMNI SENSOR ARRAY

Abilities: Omni



100

02:00

Build Cost	Cost Rate (per sec)	Yield
-30,000	-250	-2,000
-2,400	-20	0

The Omni Sensor Array is the ultimate in intelligence gathering. In addition to a very long range, the Omni will also defeat Stealth Fields and other cloaking technology. This unit can be upgraded from a T2 Radar System or built by a T3 Engineer.

T1 SONAR SYSTEM

Abilities: Upgradeable



50

00:16

Build Cost	Cost Rate (per sec)	Yield
-544	-34	-10
-64	-4	0

The Aeon's sonar installation is very similar to the radar equivalent. This system can be upgraded for longer ranges and other abilities. Any Engineer or Support Commander can build it.

T2 SONAR SYSTEM

Abilities: Upgradeable



200

01:00

Build Cost	Cost Rate (per sec)	Yield
-3,600	-60	-100
-120	-2	0

The long-range equivalent to the T1 Sonar System, the Tech 2 Sonar Installation can be upgraded from the Tech 1 version and into a mobile variant. Tech 2 or 3 Engineers build these units.

SONAR PLATFORM

T3 SONAR PLATFORM

Abilities: Mobile, Torpedo Defense



1,500

01:06

Build Cost	Cost Rate (per sec)	Yield
-15,000	-225	-100
-1,000	-15	0

The Sonar Platform is a mobile equivalent to the long-range Sonar System. It also houses a series of anti-Torpedo Launchers. Upgraded from a T2 Sonar System or built by a T3 Engineer or Support Commander.

STEALTH FIELD GENERATOR

T2 STEALTH FIELD GENERATOR

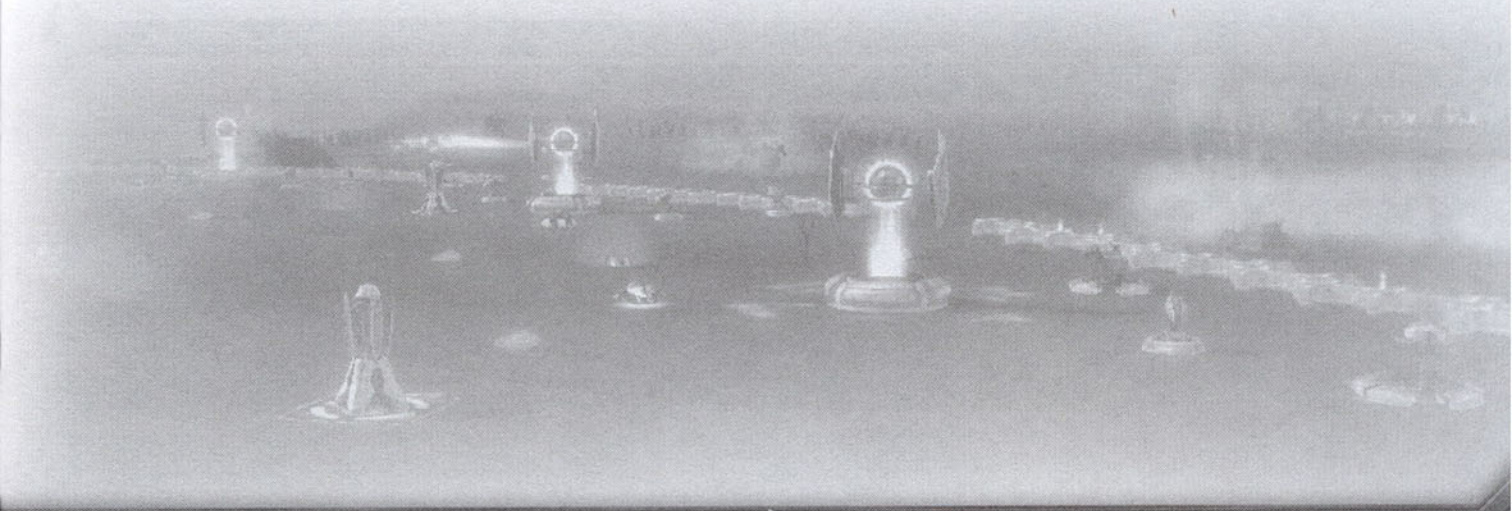


50

01:40

Build Cost	Cost Rate (per sec)	Yield
-6,000	-60	-200
-400	-4	0

The Stealth Field Generator covers a decent area with an advanced stealth field. This field masks the presence of any units in it from the radar, but has no effect on line-of-sight. This is a one-of-a-kind unit; there are no upgrades. A T2 or T3 Engineer constructs this unit.



AIR STAGING FACILITY: CRADLE

T2 AIR STAGING FACILITY



500

00:35

Build Cost	Cost Rate (per sec)	Yield
-2,100	-60	N/A
-350	-10	N/A

The Cradle is a complete refueling and repair platform that is designed to extend the effective range of aircraft. You must manually move aircraft to this platform or place the flight patrol path over the Air Staging Facility for automatic refueling and repair.

AIR SCOUT: MIRAGE

T1 AIR SCOUT



3

00:16

Build Cost	Cost Rate (per sec)	Yield
-640	-40	N/A
-16	-1	N/A

In keeping with the Aeon philosophy of simple, single purpose units, the Mirage is little more than a highly guidable missile with an advanced optical sensor suite.

INTERCEPTOR: CONSERVATOR

T1 INTERCEPTOR



18

00:38

Build Cost	Cost Rate (per sec)	Yield
-2,280	-60	N/A
-38	-1	N/A

This Interceptor forgoes extra systems for focused firepower against air targets. The Conservator's Sonic Pulse Battery is ideally suited for dog fighting enemy aircraft.

ATTACK BOMBER: SHIMMER

The Shimmer releases a single, highly explosive Chrono Bomb. A residual temporal field remains for a few moments after the bomb's detonation and briefly freezes enemy units. One bomb can easily take out a Mass Extractor of any size.

T1 ATTACK BOMBER

Abilities: Stun Shot: Ordnance Stuns Enemies



18

00:48

Build Cost	Cost Rate (per sec)	Yield
-2,880	-60	*N/A*
-144	-3	*N/A*

LIGHT AIR TRANSPORT: CHARIOT

This small transport is designed to carry a very small task force of bots and/or tanks. It is very fast, but lacks the cargo capacity, armor, and weapons of its heavier counterpart. The aircraft is extremely vulnerable to Anti-Air fire and Interceptors. If you lose the craft, you lose its cargo. See Chapter 5 for details on transporting and transportation options.

T1 LIGHT AIR TRANSPORT

Abilities: T1 Transport Carries T1-T3 Land Units



90

01:00

Build Cost	Cost Rate (per sec)	Yield
-4,800	-80	*N/A*
-120	-2	*N/A*

TORPEDO BOMBER: SKIMMER

The Aeon Torpedo Bomber drops a payload of Harmonic Depth Charges, which home in on their target and explode, disrupting the integrity of the ship's hull and causing structural damage. This aircraft does not fire on other flying aircrafts.

T2 TORPEDO BOMBER

Abilities: Sonar, Depth Charge



120

00:50

Build Cost	Cost Rate (per sec)	Yield
-6,000	-120	*N/A*
-600	-12	*N/A*

GUNSHIP: SPECTER

T2 GUNSHIP



150

01:05

Build Cost	Cost Rate (per sec)	Yield
-7,800	-120	N/A
-390	-6	N/A

This Gunship has a Quad Barreled Light Laser mounted on its underside. It does light damage, but has an incredibly fast rate of fire. Although it does not transport, like the UEF T2 Gunship, it is a bit more durable and cheaper to build.

AIR TRANSPORT: ALUMINAR

T2 AIR TRANSPORT

Abilities: T2 Transport - Carries ACU's, T1-T3 Land Units



210

01:20

Build Cost	Cost Rate (per sec)	Yield
-12,800	-160	N/A
-320	-4	N/A

The Aluminar is a mobile Air Transport that is designed to carry a small task force of bots and/or tanks. It has much heavier armor than the Chariot and carries Sonic Pulse Batteries. These large aircraft cannot land on Air Staging Facilities, but you can land them on the ground to refuel and use Engineers to repair them if necessary.

SPY PLANE: SEER

T3 SPY PLANE



25

00:26

Build Cost	Cost Rate (per sec)	Yield
-4,820	-180	N/A
-160	-6	N/A

The Aeon's top of the line mobile intelligence unit is the Seer. Though it lacks sonar capability, it has good flight range and large optical and radar coverage. Built at a T3 Air Factory.

AIR-SUPERIORITY FIGHTER: CORONA

T3 AIR-SUPERIORITY FIGHTER



200

02:00

Build Cost	Cost Rate (per sec)	Yield
-24,000	-200	*N/A*
-360	-3	*N/A*

The Corona is the first attempt to integrate Seraphim technology into an Aeon unit. The Corona's Quantum Displacement Autocannon fires a bursting shell, much like flak. This aircraft will not fire on ground units and is only built at a T3 Air Factory.

STRATEGIC BOMBER: SHOCKER

T3 STRATEGIC BOMBER

Abilities: Tactical Missile Defense



135

04:00

Build Cost	Cost Rate (per sec)	Yield
-72,000	-300	*N/A*
-2,160	-9	*N/A*

Shockers drop a single Quark Bomb, which has a small detonation radius and does considerable damage. The Shocker can also deploy a Decoy Flare that can distract enemy targeting computers.

AEON NAVAL UNITS

TORPEDO LAUNCHER: TIDE

T1 TORPEDO LAUNCHER



4,700

01:40

Build Cost	Cost Rate (per sec)	Yield
-4,000	-40	*N/A*
-600	-6	*N/A*

A cheap (but much more costly than the UEF T1 Torpedo Launcher), effective naval defense, the Tide utilizes the standard Aeon Chrono Torpedo Tube housed in a lightly armored tower. It can only be built on water.

TORPEDO LAUNCHER

T2 TORPEDO LAUNCHER



12,000

02:30

Build Cost	Cost Rate (per sec)	Yield
-9,000	-60	*N/A*
-1,500	-10	*N/A*

An up-armored version of the T1 Torpedo Launcher, the T2 version is equipped with a Chrono Torpedo Pack Launcher.

ATTACK BOAT: SHARD

T1 ATTACK BOAT

Abilities: Anti-Air



750

00:40

Build Cost	Cost Rate (per sec)	Yield
-1,200	-30	*N/A*
-120	-3	*N/A*

The Shard provides Anti-Air support for the Aeon fleet. It carries the standard Aeon Anti-Air Sonic Pulse Battery. The Shard sacrifices armor for additional speed.

ATTACK SUBMARINE: SYLPH

T1 ATTACK SUBMARINE

Abilities: Submersible



1,000

01:30

Build Cost	Cost Rate (per sec)	Yield
-1,800	-20	*N/A*
-540	-6	*N/A*

The Sylph is a focused ship hunter. It carries two of the standard Aeon Chrono Torpedoes and is equivalent in performance to the other faction's attack subs.

FRIGATE: BEACON CLASS

T1 FRIGATE

Abilities: Torpedo Defense, Radar, Sonar



750

01:10

Build Cost	Cost Rate (per sec)	Yield
-2,800	-40	*N/A*
-280	-4	*N/A*

The Beacon is the mainstay of the Aeon navy. Its radar and sonar capability make it a must for inclusion in naval battle groups. Also offers minor defense against torpedoes.

CRUISER: INFINITY CLASS

T2 CRUISER

Abilities: Tactical Missile Defense



3,250

03:45

Build Cost	Cost Rate (per sec)	Yield
-18,000	-80	*N/A*
-1,800	-8	*N/A*

Designed to provide excellent Anti-Air protection, the Infinity comes equipped with two Surface-to-Air "Zealot" Missile Launchers and a Dual Barreled Quantum Cannon for direct fire support.

DESTROYER: EXODUS CLASS

T2 DESTROYER

Abilities: Torpedo Defense, Depth Charge



7,500

03:45

Build Cost	Cost Rate (per sec)	Yield
-13,500	-60	*N/A*
-2,250	-10	*N/A*

Built for direct fire support and sub hunting, the Exodus carries an Oblivion Cannon, as well as a variety of anti-sub and anti-torpedo weapons.

BATTLESHIP: OMEN CLASS

T3 BATTLESHIP

Abilities: Tactical Missile Defense



55,000

12:40

Build Cost	Cost Rate (per sec)	Yield
-152,000	-200	*N/A*
-19,000	-25	*N/A*

The Omen carries three Oblivion Cannons, which despite their slow rate of fire, are still devastating weapons. Two "Will-O-Wisp" Anti-Missile Flares offer some protection against tactical missiles.

AIRCRAFT CARRIER: KEEFER CLASS

T3 AIRCRAFT CARRIER

Abilities: Air Staging Facility, Anti-Air



22,000

04:26

Build Cost	Cost Rate (per sec)	Yield
-40,000	-150	*N/A*
-4,000	-15	*N/A*

The Keefer can hold several squadrons of aircraft and refuel and repair any craft that lands. It has no offensive armaments, but does have a pair of "Zealot" Surface-to-Air Missile Launchers.

STRATEGIC MISSILE SUBMARINE: SILENCER

T3 STRATEGIC MISSILE SUBMARINE

Abilities: Submersible, Manual Build, Manual Launch



3,000

83:20

Build Cost	Cost Rate (per sec)	Yield
-1,750,000	-350	*N/A*
-150,000	-30	*N/A*

The Silencer is a submersible missile platform. Its primary arsenal is an array of "Serpentine" Tactical Missiles. The Silencer can refit two of its cruise missiles with a strategic warhead.

FLYING FORTRESS: CZAR

T4 FLYING FORTRESS

Abilities: Depth Charge, Air Staging Facility, Anti-Air



5,000

24:00

Build Cost	Cost Rate (per sec)	Yield
-720,000	-500	*N/A*
-20,160	-14	*N/A*

The CZAR's most fearsome weapon is the one large Quantum Beam Generator mounted in the center of the unit. If that wasn't enough, the CZAR can also carry an entire wing of aircraft—150 in all. The Flying Fortress is also equipped with anti-air missiles to help ward off the pesky aircraft trying to stop you from annihilating their base. For those boats trying to take out the Czar from below, it's equipped with depth charges; it's got it all!

SUBMERSIBLE BATTLESHIP: TEMPEST

T4 SUBMERSIBLE AIRCRAFT CARRIER

Abilities: Submersible, Torpedo Defense, and Engineering Suite



65,000

31:40

Build Cost	Cost Rate (per sec)	Yield
-380,000	-200	*N/A*
-47,500	-25	*N/A*

The Tempest can attack with Heavy Chrono Torpedo Launchers. Surfacing allows the unit access to a single Oblivion Cannon. It also has the ability to construct a light support fleet in the field by first building its T3 Engineer found in its build menu.

SACRED ASSAULT BOT: GALACTIC COLOSSUS

T4 SACRED ASSAULT BOT

Abilities: Omni, Crushes, Amphibious



240,000

33:44

Build Cost	Cost Rate (per sec)	Yield
-1,012,500	-500	*N/A*
-79,500	-39	*N/A*

The Colossus initially carries a Phason Laser, which incinerates nearby units. It can also pull smaller enemy units into its hands via a Tractor Beam and crush them. Surround your enemy with the Colossus and a CZAR, and it's game over!

CYBRAN UNITS

ACU



10,000

Economic Impact

Energy	Mass
10	1

If the ACU is lost, the battle is over. The ACU can construct T1 units and structures similar to a Tech 1 Engineer, but specifically the following: Land Factory, Air Factory, Naval Factory, Mass Extractor, Mass Fabricator, Power Generator, Wall Section, Point Defense, Anti-Air Turret, and a Torpedo Launcher.

Your ACU can build these units in about half the time that it takes a T1 Engineer to build the same unit. The ACU has access to an Overcharge attack and it can reclaim, capture, and repair other units and structures. It explodes on death, creating a large nuclear explosion.

Upgrades

The ACU can upgrade its shields and weapons. This is done through the upgrade icon in the construction menu that appears when this unit is selected.

Personal Teleporter (Back)

N/A

20:00

Build Cost	Cost Rate (per sec)
-6,000,000	-5,000
-60,000	-50

Yield

N/A	
N/A	

The Personal Teleporter lets the Commander teleport almost instantly across a range of several miles. It requires considerable Energy to activate.

Personal Cloaking Generator (Back)

N/A

02:30

Build Cost	Cost Rate (per sec)
-112,500	-750
-3,000	-20

Yield

-500
0

The Personal Cloaking Generator allows the ACU to become invisible to Optical Sensors. Like other cloaking fields, it does not work against radar and is broken by Omni-Sensors.

Personal Stealth Generator (Back)

N/A

05:00

Build Cost	Cost Rate (per sec)
-1,200,000	-4,000
-9,000	-30

Yield

-500
0

The upgrade to the Personal Cloaking Generator, the Personal Stealth Generator adds a stealth field to the existing Cloaking Generator. This effectively renders the ACU invisible to everything except an Omin-Sensor.

Resource Allocation System (Back)

N/A

02:30

Build Cost	Cost Rate (per sec)
-300,000	-2,000
-6,000	-40

Yield

3,500	
12	

The Resource Allocation System introduces efficiency algorithms that enhance the rate at which the ACU can generate resources.

Microwave Laser Generator (RCH)

N/A

03:45

Build Cost	Cost Rate (per sec)
-900,000	-4,000
-6,750	-30

Yield

N/A	
N/A	

The Microwave Laser Generator allows the ACU to generate a beam laser that sweeps over enemy units.

Nanite Torpedo Tube (RCH)

N/A

02:30

Build Cost	Cost Rate (per sec)
-37,500	-250
-1,500	-10

Yield

N/A	
N/A	

This installation mounts a standard Cybran Nanite Torpedo Tube onto the ACU, enabling the Commander to more effectively combat enemy naval units.

Tech 2 Engineering Suite (LCH)

N/A

03:20

Build Cost	Cost Rate (per sec)
-50,000	-250
-2,000	-10

Yield

N/A	
N/A	

Commanders looking to expand their ACU's building capacity will typically install this upgrade, which increases the ACU's building speed.

Tech 3 Engineering Suite (LCH)

N/A

03:00

Build Cost	Cost Rate (per sec)
-900,000	-5,000
-6,750	-37

Yield

N/A	
N/A	

After upgrading to the T2 Engineering Suit, Commanders can further expand their ACU's building capacity with this upgrade, which will increase the ACU's building speed and building options.

Advanced Cooling Upgrade (LCH)

N/A

02:30

Build Cost	Cost Rate (per sec)
-112,500	-750
-4,500	-30

Yield

N/A	
N/A	

Utilizing a forced air injection system, the Advanced Cooling Upgrade can cool any weapon mounted on the ACU much more rapidly than normal, which, in turn, increases the rate of fire.

ENGINEER

The Engineer is a multi-purpose construction, repair, capture, and reclamation unit. It is amphibious and can skim across the water's surface to construct naval facilities.

TECH 1 ENGINEER

Abilities: Amphibious, Engineering Suite



135

00:15

Build Cost	Cost Rate (per sec)	Storage
-330	-22	50
-60	-4	10

The Tech 1 Engineer can construct the following T1 units and structures:

T1 Engineer Construction Unit List

T1 Land Factory	T1 Mass Storage	T1 Point Defense
T1 Air Factory	T1 Power Generator	T1 Anti-Air Turret
T1 Naval Factory	T1 Hydrocarbon Power Plant	T1 Torpedo Launcher
T1 Mass Extractor	T1 Energy Storage	T1 Radar System
T1 Mass Fabricator	T1 Wall Section	T1 Sonar System

TECH 2 ENGINEER

Abilities: Amphibious, Engineering Suite



660

00:22

Build Cost	Cost Rate (per sec)	Storage
-880	-40	100
-176	-8	20

The T2 Engineer is capable of building more complex structures. It is built at a Tech 2 factory—either land, naval, or Air Factory. The Tech 2 Engineer is capable of constructing all T1 units and structures (by clicking the appropriate tech level in the construction window) in addition to all the following Tech 2 units and structures:

T2 Engineer Construction Unit List (excluding T1 list)

- T2 Mass Extractor
- T2 Power Generator
- T2 Point Defense
- T2 Anti-Air Flak Artillery
- T2 Torpedo Launcher
- T2 Artillery Installation
- T2 Tactical Missile Launcher
- T2 Tactical Missile Defense
- T2 Shield Generator
- T2 Stealth Field Generator
- T2 Radar System
- T2 Sonar System
- T2 Air Staging Facility

TECH 3 ENGINEER

Abilities: Amphibious, Engineering Suite



1,350

00:33

Build Cost	Cost Rate (per sec)	Storage
-2,970	-90	400
-561	-17	40

The T3 Engineer, capable of building the most complex structures, is built at a T3 factory. It can construct all T1 and T2 units and structures in addition to all the following Tech 3 units and structures:

T3 Engineer Construction Unit List (excluding T1 & T2 list)

- T3 Mass Extractor
- T3 Mass Fabricator
- T3 Power Generator
- T3 Anti-Air SAM Launcher
- T3 Heavy Artillery Installation
- T3 Strategic Missile Launcher
- T3 Strategic Missile Defense
- T3 Sonar Platform
- T3 Omni Sensor Array
- T3 Quantum Gateway
- T4 Spiderbot
- T4 Experimental Gunship
- T4 Experimental Mobile Rapid Fire Artillery

No Heavy Shield Generator?

Don't worry, the Cybran are covered. There is no T3 Shield Generator to construct, but the T2 Shield Generator can be upgraded four times!

LAND FACTORY

This factory is outfitted to create only land-based units, but can be upgraded as far as T3 and can assist other factories. As you upgrade, the previous Tech-level units are still available for construction. To access previous tech level inventories, simply click on the Tech Level button on the left side of the construction menu.

T1 LAND FACTORY



4,200

01:00

Build Cost	Cost Rate (per sec)	Storage
-2,100	-35	500
-240	-4	100

The Land Factory can produce the following land units:

T1 Land Factory Menu	T2 Land Factory Menu	T3 Land Factory Menu
T1 Engineer	T2 Engineer	T3 Engineer
T1 Land Scout	T2 Heavy Tank	T3 Siege Assault Bot
T1 Light Assault Bot	T2 Mobile Missile Launcher	T3 Mobile Heavy Artillery
T1 Heavy Assault Bot	T2 Mobile AA Flak Artillery	
T1 Mobile Light Artillery	T2 Amphibious Tank	
T1 Mobile Anti-Air Gun	T2 Mobile Shield Field System	
T2 Land Factory (Upgrade)	T3 Land Factory (Upgrade)	

AIR FACTORY

The Air Factory creates the initial air units necessary to wage a war. This factory is outfitted to create only air-based units, can be upgraded no more than T3, and can assist other factories.

T1 AIR FACTORY



4,200

01:20

Build Cost	Cost Rate (per sec)	Storage
-2,400	-30	500
-240	-3	100

The Air Factory can produce the following air units:

T1 Air Factory Menu	T2 Air Factory Menu	T3 Air Factory Menu
T1 Engineer	T2 Engineer	T3 Engineer
T1 Air Scout	T2 Torpedo Bomber	T3 Spy Plane
T1 Interceptor	T2 Gunship	T3 Air-Superiority Fighter
T1 Attack Bomber	T2 Air Transport	T3 Strategic Bomber
T1 Light Air Transport	T3 Air Factory (Upgrade)	
T2 Air Factory (Upgrade)		

NAVAL FACTORY

The Naval Factory is outfitted to create only naval units. The factory can be upgraded up to a Tech level 3 and can assist other factories. It must be built in the correct depth of water.

T1 NAVAL FACTORY



4,200

01:00

Build Cost	Cost Rate (per sec)	Storage
-1,500	-25	500
-300	-5	100

The Naval Factory can produce the following water units:

T1 Naval Factory Menu	T2 Naval Factory Menu	T3 Naval Factory Menu
T1 Engineer	T2 Engineer	T3 Engineer
T1 Attack Submarine	T2 Cruiser	T3 Battleship
T1 Frigate	T2 Destroyer	T3 Aircraft Carrier
T2 Naval Factory (Upgrade)	T3 Naval Factory (Upgrade)	T3 Strategic Missile Submarine

POWER GENERATOR

To wage war effectively, you must harvest a steady supply of Energy and Mass. And to create Energy, you must build and maintain generators. There's a generator for each Tech level. Your ACU and Engineers construct the T1 Power Generator. T2 and T3 Engineers create the T2 and T3 Power Generators. Placing Power Generators side-by-side and adjacent to the different sides of your factories and other structures reduces the operating cost of the linked structures. This is called an Adjacency Bonus, which is described in more detail in Chapter 3.

T1 POWER GENERATOR

The T1 Power Generator is a cheap, solid, and stable source of Energy generation.



720

00:25

Build Cost	Cost Rate (per sec)	Yield
-750	-30	20
-75	-3	0

T2 POWER GENERATOR

The upgrade to the Power Generator, the T2's construction cost is high. Construction of structures next to a T2 Generator improves the operating efficiency of the adjacent structures.



2,160

03:20

Build Cost	Cost Rate (per sec)	Yield
-12,000	-60	500
-1,200	-6	0

T3 POWER GENERATOR: ION REACTOR

The Ion Reactor is the best front-line Energy supply available. Construction of structures next to an Ion Reactor improves the operating efficiency of the adjacent structures.



9,720

06:00

Build Cost	Cost Rate (per sec)	Yield
-57,600	-160	2,500
-3,240	-9	0

HYDROCARBON POWER PLANT

Deposits of hydrocarbon, containing natural resources, remain a viable form of Energy to this day. The HCPP is much more efficient than a standard Power Generator. You must construct the HCPP on top of hydrocarbon deposits, which appear on the map as yellow lightning bolts.



2,880

01:20

Build Cost	Cost Rate (per sec)	Yield
-800	-10	100
-160	-2	0

ENERGY STORAGE

The Energy Storage Unit increases the maximum Energy capacity of a Commander's economy. Each Energy Storage unit holds 2000 Energy. Build adjacent to Power Generators to receive a bonus.



1,200

01:20

Build Cost	Cost Rate (per sec)	Storage
-4,800	-60	2,000
-480	-6	0

Time For Storage

To determine the right time to build Energy Storage, study the two adjacent numbers under the Energy Meter in top-right corner of the screen. The first number is the Energy being produced and the second is the Energy capacity of your economy. When these numbers are the same, it's time to quickly build Energy Storage. Neglect to do so and you'll be throwing away the Energy you are producing when the numbers are equal. Continue to build Energy Storage until the Energy Capacity figure is higher than the production number.



To survive this war, you must produce Energy and Mass. Mass is a valuable resource in the Infinite War. It is mined by Mass Extractors. There's a new Mass Extractor for each Tech level reached. The higher level Extractors dig deeper into the ground. Mass Extractors must be placed on the greenish-yellow mass icons peppered throughout the maps. Mass can also be produced using Mass Fabricators, but you must have a good supply of Energy to run these machines.

Upgrading Mass Extractors

To upgrade, click on the constructed extractor then click on the Mass Extractor icon in the construction menu. The upgrade will take place immediately. While upgrading, the Mass Extractor is out of commission. A progress meter appears below the HP level of the Mass Extractor as it upgrades.

T1 MASS EXTRACTOR

This is the basic Mass Extractor; low cost and low production, but also low operation cost. Your ACU, Sub-commander or any Engineer can construct these.



1,200

00:12

Build Cost	Cost Rate (per sec)	Yield
-360	-30	-2
-36	-3	2

T2 MASS EXTRACTOR

The T2 Extractor is upgraded from the Mass Extractor or built by a T2 Engineer. This version is more costly to maintain, but results in much faster Mass collection.



2,160

01:30

Build Cost	Cost Rate (per sec)	Yield
-5,400	-60	-9
-900	-10	6

T3 MASS EXTRACTOR

The T3 Mass Extractor is upgraded from the T2 Extractor or built by a T3 Engineer. This version is the most costly to maintain, but results in much faster Mass collection.



4,000

01:30

Build Cost	Cost Rate (per sec)	Yield
-10,800	-120	-36
-1,800	-20	12

MASS FABRICATOR

Mass Fabricators are units that allow you to produce Mass where there are no Mass Deposits. Mass Fabricators require more Energy than Mass Extractors, but Energy can also be produced from the safety of your base. There are two versions: a T1 and T3 Mass Fabricator. If your Energy becomes dangerously low, you can turn the Fabricators off until your Energy problems are corrected.

T1 MASS FABRICATOR

This ingenious system is used for converting pure Energy into usable Mass. The Energy costs are immense. It only produces half the Mass as a T1 Mass Extractor, but amazingly costs no Mass to build.



360

00:25

Build Cost	Cost Rate (per sec)	Yield
-1,000	-40	-40
0	0	1

T3 MASS FABRICATOR

The Mass Fabrication Facility produces a large amount of Mass at the exorbitant Energy cost. Only an infrastructure with tremendous amount of Energy is able to operate one of these. This facility produces double that of a T3 Mass Extractor.



6,000

03:20

Build Cost	Cost Rate (per sec)	Yield
-100,000	-500	-1,500
-800	-4	24

MASS STORAGE

The Mass Storage Unit increases the maximum Mass capacity of a Commander's economy. Each storage unit holds up to 500 Mass. Build adjacent to Extractors and Fabricators to receive a bonus.



1,600

0:40

Build Cost	Cost Rate (per sec)	Storage
-1,200	-30	0
-160	-4	500

Time For Storage

To determine the right time for building Mass Storage, look at the two adjacent numbers under the Mass Meter in top-left corner of the screen. The first number represents Mass being produced and the second is the Mass capacity. When these numbers are the same, it's time to quickly build Mass Storage. Neglect to do so and you'll waste the Mass you are trying so hard to produce. Continue to build Mass Storage units until the Mass Capacity figure is higher than the production number.

CYBRAN LAND UNITS

T3 SUPPORT COMMAND UNIT



20,000

03:20

Build Cost	Cost Rate (per sec)	Yield
-40,000	-200	20
-3,000	-15	2

Abilities: Meltdown: Explodes on Death, Customizable

This unit is built through a Quantum Gate, which is constructed by a T3 Engineer. The Support Command Unit can continually rebuild and repair any unit or structure. It is self-repairing and capable of traversing large bodies of water. The Sub-commander also acts as a T3 Engineer, having the ability to construct T1 through T3 units and structures, including T4 experimental units.

Upgrades

The Sub-commander is similar to your ACU as it can upgrade its shields and weapons. This is done the same way you upgrade your ACU—through the upgrade icon in the construction menu that appears when this unit is selected.

Personal Cloaking Generator (Back)

N/A

02:30

Build Cost		Cost Rate (per sec)	
-112,500		-750	
-3,000		-20	

Yield

-500	
0	

A popular choice among Cybran Commanders, the Personal Cloaking Generator allows their SACU to become invisible to Optical Sensors. Like other cloaking fields, it does not work against radar and is broken by Omni-Sensors.

Personal Stealth Generator (Back)

N/A

05:00

Build Cost		Cost Rate (per sec)	
-1,200,000		-4,000	
-9,000		-30	

Yield

-500	
0	

The upgrade to the Personal Cloaking Generator, the Personal Stealth Generator adds a stealth field to the existing Cloaking Generator. This effectively renders the SACU invisible to everything except an Omni-Sensor.

Nanite Missile System (Back)

N/A

02:05

Build Cost		Cost Rate (per sec)	
-93,750		-750	
-1,500		-12	

Yield

N/A	
N/A	

The Nanite Missile System adds a standard Cybran SAM Nanite Missile System to the SACU. This gives the SACU considerable anti-air capability.

Self Repair System (Back)

N/A

02:30

Build Cost		Cost Rate (per sec)	
-112,500		-750	
-2,250		-15	

Yield

N/A	
N/A	

This equipment package greatly enhances the rate at which the SACU repairs itself. It's a good choice for Commanders who tend to use their SACU offensively.

Focus Convertor (RCH)

N/A

01:40

Build Cost		Cost Rate (per sec)	
-400,000		-4000	
-1,000		-10	

Yield

N/A	
N/A	

This Focus Converter concentrates the standard Disintegrator Pulse Laser through a series of special lenses, greatly enhancing the beam's cohesion and almost doubling its damage output.

Resource Allocation System (RCH)

N/A

02:30

Build Cost		Cost Rate (per sec)	
-300,000		-1,000	
-6,000		-20	

Yield

3,000	
15	

The Resource Allocation System introduces efficiency algorithms that enhance the rate at which the ACU can generate resources.

Switchback Engineering (LCH)

N/A

05:00

Build Cost	Cost Rate (per sec)
-225,000	-750
-2,100	-7

Yield

N/A

N/A

Commanders looking to expand their SACU's building capacity will typically install the Engineering Suite. This enables the SACU to build more structures, faster.

EMP Charge (LCH)

N/A

02:30

Build Cost	Cost Rate (per sec)
-600,000	-4,000
-3,000	-20

Yield

N/A

N/A

The EMP Charge effectively "freezes" enemy units in an area for a few seconds, forcing them to reset their on-board computers.



LAND SCOUT: MOLE

The Mole forgoes weapons to make room for a cloaking field (that can be triggered on and off), which makes it invisible to line-of-sight, though it is still visible to radar and an Omni-Sensor will reveal it to optical sensors. The cloak feature can be toggled using the "Personal Cloak" button in the unit's command menu.

T1 LAND SCOUT

Abilities: Radar, cloak



15

00:04

Build Cost	Cost Rate (per sec)	Yield
-80	-20	-20
-8	-2	0

LIGHT ASSAULT BOT: HUNTER

The Hunter is a fast strike bot designed to work in groups. Although it's lightly armored and does only moderate damage, its relatively low cost allows for many to be built quickly and deployed as support or a light task force. The T1 Assault Bot is constructed at T1 Land Factories.

T1 LIGHT ASSAULT BOT



55

00:07

Build Cost	Cost Rate (per sec)	Yield
-140	-20	N/A
-28	-4	N/A

HEAVY ASSAULT BOT: MANTIS

Sporting a Heavy Laser Autogun in each arm, the Mantis can lay down an impressive field of fire. It also has a stripped down Engineering Suite, which can repair the unit and other units and structures. Find the "Repair" button in the unit's command menu.

HEAVY ASSAULT BOT

Abilities: Repairs



260

00:14

Build Cost	Cost Rate (per sec)	Yield
-336	-24	N/A
-56	-4	N/A

SIEGE ASSAULT BOT: LOYALIST

The Loyalist is the Cybran's heaviest conventional direct fire weapon. It employs a Disintegrator Pulse Laser as its primary armament and utilizes a Heavy Electron Bolter to deal with lighter forces.

T3 SIEGE ASSAULT BOT

Abilities: Death AoE Stun



4,200

02:15

Build Cost	Cost Rate (per sec)	Yield
-4,050	-30	N/A
-540	-4	N/A

HEAVY TANK: RHINO

The Rhino is a favorite of many Cybran Commanders. Its Dual Particle Cannon packs a powerful punch that complements its role as a frontline attacker.

T2 HEAVY TANK



1,000

00:20

Build Cost	Cost Rate (per sec)	Yield
-880	-44	*N/A*
-176	-8	*N/A*

MOBILE LIGHT ARTILLERY: MEDUSA

The Medusa fires small yield EMP grenades, which can destroy light units and seriously damage tougher ones.

T1 MOBILE LIGHT ARTILLERY

Abilities: Stun Shot: Ordnance Stuns Enemies



140

00:12

Build Cost	Cost Rate (per sec)	Yield
-240	-20	*N/A*
-48	-4	*N/A*

MOBILE MISSILE LAUNCHER: VIPER

The Viper is the upgrade to the Medusa, substituting EMP Grenades for a "Loa" Missile System. In addition, the Viper has superior armor and handling characteristics.

T2 MOBILE MISSILE LAUNCHER



460

00:40

Build Cost	Cost Rate (per sec)	Yield
-1,600	-40	*N/A*
-240	-6	*N/A*

MOBILE HEAVY ARTILLERY: TREBUCHET

One of the biggest guns in the Cybran arsenal, it is necessary or the Trebuchet to extend its stabilizing arms before it can fire. It cannot fire while moving.

T3 MOBILE HEAVY ARTILLERY

Abilities: Deploys - Immobile While Firing



850

01:20

Build Cost	Cost Rate (per sec)	Yield
-8,000	-100	*N/A*
-800	-10	*N/A*

MOBILE ANTI-AIR GUN: SKY SLAMMER

The Slammer incorporates a new Nano-Dart system, which fires a small rocket-propelled dart that has exceptional speed and homing ability. The Nano-Dart can also be set to fire on land targets. This is accomplished by clicking on the "Weapon Target Toggle" button in the unit's command menu.

T1 MOBILE ANTI-AIR GUN

Abilities: Targets Air & Land



130

00:20

Build Cost	Cost Rate (per sec)	Yield
-140	-40	*N/A*
-28	-8	*N/A*

MOBILE AA FLAK ARTILLERY: BANGER

The Banger fires a shell that creates a temporary electromagnetic storm in a small radius. This damages enemy electronics and will cause failures in the enemy systems, destroying the unit.

T2 MOBILE AA FLACK ARTILLERY



1,000

00:40

Build Cost	Cost Rate (per sec)	Yield
-800	-20	*N/A*
-160	-4	*N/A*

AMPHIBIOUS TANK: WAGNER

While surfaced, the Wagner utilizes a Heavy Electron Bolter. When submerged, the Wagner reconfigures its Bolter to fire torpedoes.

T2 AMPHIBIOUS TANK

Abilities: Amphibious, Torpedo Launcher



650

00:30

Build Cost	Cost Rate (per sec)	Yield
-900	-30	N/A
-120	-4	N/A

MOBILE STEALTH FIELD SYSTEM: DECEIVER

When the Mobile Stealth System is active, radar signals are dampened. This effect causes units linked to the Deceiver to not show up on enemy radars. This has no effect on optical sensors, however. The radar stealth capabilities can be toggled on and off using the "Radar Stealth Field Toggle" button in the unit's command menu.

T2 MOBILE STEALTH FIELD SYSTEM

Abilities: Radar Stealth Field Toggle



25

00:50

Build Cost	Cost Rate (per sec)	Yield
-2,000	-40	-100
-200	-4	0

WALL SECTION

Like other factions, the Cybran forces employ modular wall pieces to protect their structures from unwanted intrusion and direct weapons fire.

T1 WALL SECTION



4,000

00:02

Build Cost	Cost Rate (per sec)	Yield
-10	-5	N/A
-2	-1	N/A

POINT DEFENSE: AUTO GUN

The standard ground defense for civilian and secondary military outposts, the T1 Point Defense features a Heavy Laser Autogun that provides ample defense without draining the local economy.

T1 POINT DEFENSE



850

00:50

Build Cost	Cost Rate (per sec)	Yield
-2,000	-40	*N/A*
-250	-5	*N/A*

POINT DEFENSE: CEREBUS

The upgrade to the standard Auto Gun, the Cerebus comes equipped with three vertically stacked Particle Cannons.

T2 POINT DEFENSE



2,000

00:40

Build Cost	Cost Rate (per sec)	Yield
-3,400	-85	*N/A*
-480	-12	*N/A*

ANTI-AIR TURRET: TRACER

The Tracer employs the standard Cybran Anti-Air Autocannon for AA defense rather than a direct fire laser. When built over water, the Tracer is fitted with a flotation platform. This is a great companion to any Point Defense or Torpedo Launcher.

T1 ANTI-AIR TURRET

Abilities: Amphibious



1,200

00:50

Build Cost	Cost Rate (per sec)	Yield
-2,000	-40	*N/A*
-200	-4	*N/A*

ANTI-AIR FLAK ARTILLERY: BURST MASTER

This sturdy tower features the same weapon as the "Banger" mobile AA unit. The weapon damages electronics and will eventually cause a failure in the enemy systems, destroying the unit.

T2 ANTI-AIR TURRET

Abilities: Amphibious



3,900

01:10

Build Cost	Cost Rate (per sec)	Yield
-5,600	-80	*N/A*
-560	-8	*N/A*

ANTI-AIR SAM LAUNCHER: MYRMIDON

The Myrmidon relies on hitting fast and often with its eight Nanite Missile Systems, firing a continuous stream of missiles until its target is destroyed.

T3 ANTI-AIR SAM LAUNCHER

Abilities: Amphibious



5,000

01:40

Build Cost	Cost Rate (per sec)	Yield
-12,000	-120	*N/A*
-1,400	-14	*N/A*

ARTILLERY INSTALLATION: GUNTHER

Firing a unique Molecular Resonance Shell, the Gunther is built on an extremely strong, stable platform to minimize vibration and recoil, thus allowing the gun to fire quickly and efficiently.

T2 ARTILLERY INSTALLATION



3,150

02:40

Build Cost	Cost Rate (per sec)	Yield
-16,000	-100	*N/A*
-2,240	-14	*N/A*

HEAVY ARTILLERY INSTALLATION: DISRUPTOR

The biggest gun in the Cybran arsenal, the Disruptor has incredible range and firepower. The only Cybran unit that has greater range is the Strategic Missile Launcher.

T3 HEAVY ARTILLERY INSTALLATION



3,500

39:29

Build Cost	Cost Rate (per sec)	Yield
-1,184,624	-500	*N/A*
-98,415	-41	*N/A*

TACTICAL MISSILE LAUNCHER: TML-4

This Tactical Missile Launcher employs a "Loa" Missile System. Five missiles can be stored in individual launchers. The unit must be ordered to construct its missiles, but you can toggle an auto build command in the unit's command window. The number of missiles can be viewed just above the construction window when the unit is selected. Click the targeting button and select a target within range to fire. If no missiles are built, the next missile constructed will hit that target, if not deflected by anti-missile defenses. You can queue targets by holding the Shift key.

T2 TACTICAL MISSILE LAUNCHER

Abilities: Manual Build, Manual Launch



1,500

01:25

Build Cost	Cost Rate (per sec)	Yield
-5,100	-60	*N/A*
-850	-10	*N/A*



STRATEGIC MISSILE LAUNCHER: LIBERATOR

An internal construction bay allows this missile launcher to build and store multiple warheads designed to decimate forces at a strategic level. The unit must be ordered to construct its missiles. This is done by right-clicking the "Build Missile (Auto)" icon in the units command window. The maximum storage is five. Queue targets by holding the Shift key. The missile's range is such that it can hit any target on any map. The only thing to stop a nuclear attack is a Strategic Missile Defense.

T3 STRATEGIC MISSILE LAUNCHER

Abilities: Manual Build, Manual Launch



8,640

83:20

Build Cost	Cost Rate (per sec)	Yield
-1,250,000	-250	*N/A*
-130,000	-26	*N/A*

TACTICAL MISSILE DEFENSE: ZAPPER

This anti-missile system has extremely fast targeting capability and is quick enough to detonate incoming missiles and rockets. When constructed over water, it is built on a platform. It does not require missile construction; it zaps projectiles without missiles.

T2 TACTICAL MISSILE DEFENSE

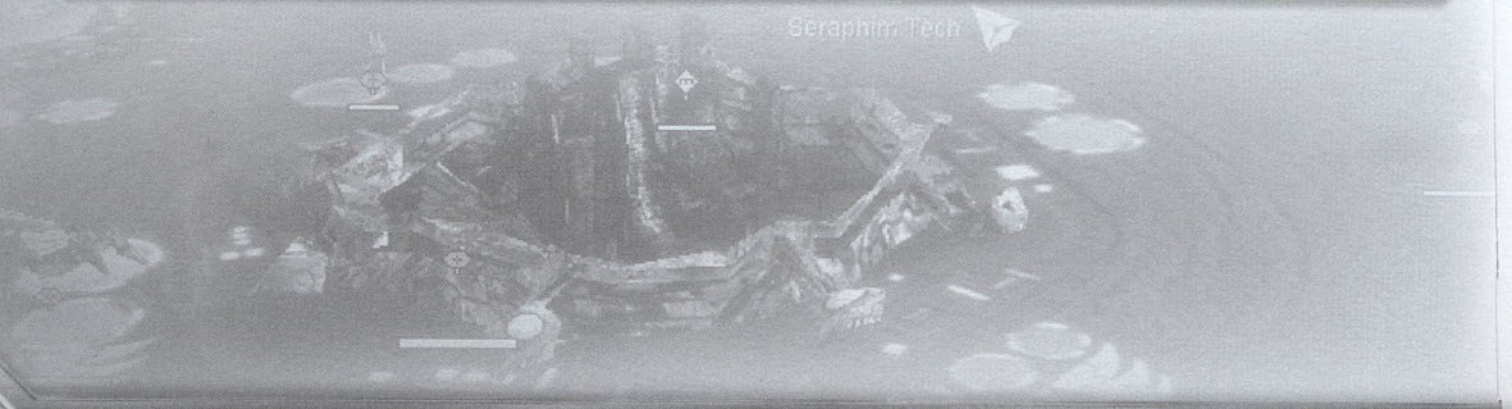
Abilities: Tactical Missile Defense, Amphibious



3,000

00:40

Build Cost	Cost Rate (per sec)	Yield
-3,200	-80	*N/A*
-280	-7	*N/A*



STRATEGIC MISSILE DEFENSE: GUARDIAN

The Guardian is designed to disable incoming strategic missiles before the missile reaches its target. Right-click on the "Build Missile (Auto)" button in the unit's command window to automatically build missiles. The unit launches rockets automatically when the attack missile is in range and when you have available defensive missiles built. You can view the available (built) missiles by selecting the actual unit. The information appears above the construction window. You have a 10-missile stock capacity.

T3 STRATEGIC MISSILE DEFENSE

Abilities: Manual Build, Strategic Missile Defense, Amphibious



4,000

10:00

Build Cost	Cost Rate (per sec)	Yield
-240,000	-400	*N/A*
-21,000	-35	*N/A*

SHIELD GENERATOR: ED1

The ED1 blocks incoming projectiles and Energy signatures. The Shield Generator can be upgraded four times, each time increasing the operating costs and radius and strength of the shield; however, the actual health remains at 500 HP. This matters if the shield goes down. Upgrading is handled like upgrading the Support Commander. Select the Shield Generator, then click on the upgrade button to bring up the upgrade menu. Select the upgrade icon from the build menu. The shield remains operational while upgrading, provided you have the resources to continue running it. The cost of running it is seven times that of what it originally does by the time it's fully upgraded. It will also yield around 20 Mass, which is zero at level one.

T2 SHIELD GENERATOR



500

00:40

4,000

Build Cost	Cost Rate (per sec)	Yield
-2,000	-50	-100
-160	-4	0

SHIELD EXPANSION 1 OF 4

00:30

7,000

Build Cost	Cost Rate (per sec)	Yield
-3,000	-100	-200
-300	-10	*N/A*

SHIELD EXPANSION 2 OF 4

	Build Cost	Cost Rate (per sec)	Yield
01:40	-15,000	-150	-300
10,000	-1,000	-10	N/A

SHIELD EXPANSION 3 OF 4

	Build Cost	Cost Rate (per sec)	Yield
02:30	-30,000	-200	-400
13,000	-1,500	-10	N/A

SHIELD EXPANSION 4 OF 4

	Build Cost	Cost Rate (per sec)	Yield
03:20	-50,000	-250	-500
14,000	-3,000	-15	N/A

QUANTUM GATEWAY: SUMMONER

The Tech 3 Quantum Gateway summons a Support Commander to the field of battle. It has relatively low building and operational cost for such a vital piece of your war effort.

T3 QUANTUM GATEWAY



10,000

01:20

Build Cost	Cost Rate (per sec)	Yield
-12,000	-150	N/A
-1,200	-15	N/A

INTELLIGENCE GATHERING & PREVENTION UNITS

RADAR SYSTEM: MAGNO

The base Cybran radar has limited range and armor, but is exceptionally cheap to build. When placing the unit for construction or by clicking on the radar you can see its view range. To upgrade, click on the unit and then on the icon of the unit that appears in the construction menu. The unit is nonfunctional until it is fully upgraded. Any Engineer or Support Commander builds this Radar System.

T1 RADAR SYSTEM

Abilities: Upgradeable



10

00:16

Build Cost	Cost Rate (per sec)	Yield
-720	-45	-20
-80	-5	0

RADAR SYSTEM

The T2 Radar System is a long range equivalent to the T1 system. The T2 Radar Installation can be upgraded from T1 and then upgraded into the T3 Omni Sensor. This unit can be upgraded from the T1 Radar System or built by a T2 or T3 Engineer.

T2 RADAR SYSTEM

Abilities: Upgradeable



10

50

Build Cost	Cost Rate (per sec)	Yield
-3,600	-60	-250
-180	-3	0

OMNI SENSOR ARRAY: OLYMPUS

The Omni Sensor Array is the ultimate in intelligence gathering. In addition to a very long range, the Omni will also defeat Stealth Fields and other cloaking technology. This unit can be upgraded from a T2 Radar System or built by a T3 Engineer or Support Commander.

T3 OMNI SENSOR ARRAY

Abilities: Omni



100

02:00

Build Cost	Cost Rate (per sec)	Yield
-30,000	-250	-2,000
-2,400	-20	0

SONAR SYSTEM: NOAH

The Cybran's sonar installation is very similar to the radar equivalent. Serving as a cheap, short-range detection mechanism, the base level Noah does its job well. The SP1's sensor package can be upgraded. Any Engineer or Support Commander can build this unit.

T1 SONAR SYSTEM

Abilities: Upgradeable



50

00:16

Build Cost	Cost Rate (per sec)	Yield
-544	-34	-10
-64	-4	0

SONAR SYSTEM

This is a long-range version of the Noah. The T2 Sonar Installation can be upgraded from the Noah version and into a mobile variant. Tech 2 or 3 Engineers build these units.

T2 SONAR SYSTEM

Abilities: Upgradeable



200

01:00

Build Cost	Cost Rate (per sec)	Yield
-3,600	-60	-100
-120	-2	0

SONAR PLATFORM

The T3 Sonar Platform is a mobile, long-range Sonar System. It also comes with a stealth field generator that is capable of obscuring sonar signals in a modes radius. Upgraded from a T2 Sonar System or built by a T3 Engineer or Support Commander.

T3 SONAR PLATFORM

Abilities: Mobile



1,000

01:40

Build Cost	Cost Rate (per sec)	Yield
-30,000	-300	-250
-1,500	-15	0

STEALTH FIELD GENERATOR: TWILIGHT

With this field active, any units within its radius will not show up on radar. However, the Twilight does nothing to shield a unit from optical sensors. A T2 or T3 Engineer constructs this unit.

T2 STEALTH FIELD GENERATOR



50

01:20

Build Cost	Cost Rate (per sec)	Yield
-4,000	-50	-150
-320	-4	0

CYBRAN AIR UNITS

AIR STAGING FACILITY

The Air Staging Facility is a complete refueling and repair platform that is designed to extend the effective range of aircraft. You must manually move aircraft to this platform or place the flight patrol path over the Air Staging Facility for automatic refueling and repair.

T2 AIR STAGING FACILITY



500

00:35

Build Cost	Cost Rate (per sec)	Yield
-2,100	-60	N/A
-350	-10	N/A

AIR SCOUT: FLYING EYES

The Cybran Air Scout is an older design and is pretty typical in its functionality. It has a great visual radius, high speed, no weapons, and light armor.

T1 AIR SCOUT



3

00:14

Build Cost	Cost Rate (per sec)	Yield
-600	-42	N/A
-12	0	N/A

INTERCEPTOR: PROWLER

The Prowler is a state-of-the-art Air-Superiority Fighter. Its Autocannon sacrifices damage for high rate of fire and accuracy, literally tearing its target apart with hundreds of rounds.

T1 INTERCEPTOR



16

00:38

Build Cost	Cost Rate (per sec)	Yield
-2,280	-60	N/A
-38	-1	N/A

ATTACK BOMBER: ZEUS

The Zeus packs a large punch, launching a bomb that detonates just before impact, delivering a powerful area of effect explosion and exposing the area with a concentrated dose of radiation.

T1 ATTACK BOMBER



15

00:57

Build Cost	Cost Rate (per sec)	Yield
-3,420	-60	N/A
-171	-3	N/A

LIGHT AIR TRANSPORT: SKYHOOK

This small transport is designed to carry a very small task force of bots and/or tanks. It is very fast, but lacks the cargo capacity, armor, and weaponry of its heavier counterpart. If you lose the craft, you lose its cargo. See Chapter 5 for details on transporting and transportation options.

T1 LIGHT AIR TRANSPORT

Abilities: T1 Transport Carries T1-T3 Land Units



90

01:00

Build Cost	Cost Rate (per sec)	Yield
-4,800	-80	N/A
-120	-2	N/A

TORPEDO BOMBER: CORMORANT

The Cormorant drops torpedoes that cause serious damage to naval vessels and structures.

T2 TORPEDO BOMBER

Abilities: Sonar



115

00:50

Build Cost	Cost Rate (per sec)	Yield
-6,600	-132	N/A
-550	-11	N/A

GUNSHIP: RENEGADE

The Renegade is a fast attack copter designed to provide ground support. The twin rocket tubes launch direct fire rockets at ground targets.

T2 GUNSHIP



120

01:05

Build Cost	Cost Rate (per sec)	Yield
-7,800	-120	N/A
-390	-6	N/A

AIR TRANSPORT: DRAGON FLY

The Dragon Fly can easily carry a small squad of bots or vehicles. Its single Autcannon allows it to defend itself against air attacks while its EMP Cannon can stun targets for a short time.

T2 AIR TRANSPORT

Abilities: T2 Transport Carries ACUs, T1-T3 Land Units, Stun Shot-Ordnance Stuns Enemies



210

01:20

Build Cost	Cost Rate (per sec)	Yield
-12,800	-160	N/A
-320	-4	N/A

SPY PLANE: SPOOK

The Spook uses a sonic resonance scanner that is capable of bridging the gap between conventional radar and sonar. It can also be set to fly in stealth mode. The radar stealth capabilities can be toggled on and off using the "Radar Stealth Field Toggle" button in the unit's command menu.

T3 SPY PLANE

Abilities: Stealth, Sonar, Radar



18

01:40

Build Cost	Cost Rate (per sec)	Yield
-6,000	-60	-20
-200	-2	0

AIR-SUPERIORITY FIGHTER: GEMINI

The Gemini features a Nanite Missile system, which fires volleys of small missiles in spread that maximizes hit probability. It has more armor than the Prowler, but is still a relatively light unit. The radar stealth capabilities can be toggled on and off using the "Radar Stealth Field Toggle" button in the unit's command menu.

T3 AIR-SUPERIORITY FIGHTER

Abilities: Stealth



175

02:00

Build Cost	Cost Rate (per sec)	Yield
-24,000	-200	-60
-360	-3	0

STRATEGIC BOMBER: REVENANT

The Revenant's payload, a proton bomb, does considerable initial damage that radiates outward. Additionally, the Revenant features a rear-mounted Flak Cannon and an onboard stealth field.

T3 STRATEGIC BOMBER

Abilities: Stealth



120

04:00

Build Cost	Cost Rate (per sec)	Yield
-72,000	-300	-60
-2,160	-9	0

TORPEDO LAUNCHER: SCUTTL

A re-engineered Gun Tower, the Autogun has been replaced with a Nanite Torpedo Tube and fitted with a flotation device. It fires the standard Cybran Nanite Torpedo.

T1 TORPEDO LAUNCHER



4,700

01:40

Build Cost	Cost Rate (per sec)	Yield
-4,000	-40	*N/A*
-600	-6	*N/A*

HEAVY TORPEDO LAUNCHER: NANITE TOREPDO ARRAY

The Heavy Torpedo Launcher uses the same Nanite torpedoes as the T1 version, but fires multiple torpedoes in quick succession until the target is destroyed.

T2 TORPEDO LAUNCHER



11,500

02:30

Build Cost	Cost Rate (per sec)	Yield
-9,000	-60	*N/A*
-1,500	-10	*N/A*

ATTACK SUBMARINE: SILVER

The fourth generation of a venerable design, the Silver has seen service across the galaxy. It sports a Nanite Torpedo Launcher and a deck-mounted Heavy Laser for surface operations.

T1 ATTACK SUBMARINE

Abilities: Submersible



1,080

02:00

Build Cost	Cost Rate (per sec)	Yield
-2,400	-20	*N/A*
-720	-6	*N/A*

FRIGATE: TRIDENT CLASS

The Trident serves as a heavily armed mobile radar and Sonar Platform. Armed with a Proton Cannon and an AA Autocannon, it is capable of providing basic direct fire and AA support.

T1 FRIGATE

Abilities: Radar, Sonar



725

01:24

Build Cost	Cost Rate (per sec)	Yield
-3,360	-40	*N/A*
-336	-4	*N/A*

CRUISER: SIREN CLASS

The Cybran Cruiser can serve many roles, but it's primarily an anti-air and short-range rocket platform. This Cruiser also offers aircraft repair and refueling capabilities. It can transport up to three aircraft. Select the "Weapon Target Toggle" button in the unit's command menu to switch targeting between air or ground units.

T2 CRUISER

Abilities: Transport, Tactical Missile Defense, Air Staging Facility



2,800

03:44

Build Cost	Cost Rate (per sec)	Yield
-18,000	-80	*N/A*
-2,000	-8	*N/A*

DESTROYER: SALEM CLASS

A single Dual Proton Cannon makes up the Salem's primary direct fire capability. This Destroyer deploys legs when it encounters land, enabling it to walk, albeit very slowly. It's quite the sight to see! No other factions' naval force has this ability.

T2 DESTROYER

Abilities: Amphibious, Torpedo Defense



6,050

04:35

Build Cost	Cost Rate (per sec)	Yield
-16,500	-60	*N/A*
-2,750	-10	*N/A*

BATTLESHIP: GALAXY CLASS

The Galaxy Class Battleship is completely and utterly loaded with weaponry. Its primary role as a direct fire and bombardment vessel is covered by its six Proton Cannons.

T3 BATTLESHIP

Abilities: Tactical Missile Defense



50,000

17:20

Build Cost	Cost Rate (per sec)	Yield
-208,000	-200	*N/A*
-26,000	-25	*N/A*

AIRCRAFT CARRIER: COMMAND CLASS

To protect its aircraft, the Command Class supports a full complement of light AA Autocannons, while a single "Zapper" Anti-Missile Turret protects its cargo from incoming missiles. This vessel holds up to 50 aircraft.

T3 AIRCRAFT CARRIER

Abilities: Tactical Missile Defense



18,000

04:00

Build Cost	Cost Rate (per sec)	Yield
-3,600	-150	*N/A*
-3,600	-15	*N/A*

STRATEGIC MISSILE SUBMARINE: PLAN B

A special internal construction bay allows the Plan B to build, as well as special warheads that are designed to decimate forces at a strategic level. This sub has a much thinner skin than other factions' T3 Missile Subs; keep it protected with support vessels. Toggle the "Build Nuke" button in the unit's command menu to auto-build missiles. The vessel can store two missiles at a time.

T3 STRATEGIC MISSILE SUBMARINE

Abilities: Submersible, Manual Build, Manual Launch



4,000

83:20

Build Cost	Cost Rate (per sec)	Yield
-1,750,000	-350	*N/A*
-150,000	-30	*N/A*

SPIDERBOT: MONKEYLORD

The Monkeylord is a land-based juggernaut. It consumes massive amounts of Energy to operate its main Heavy Microwave Laser Generator, which it sweeps across any enemy in front of it. The radar stealth capabilities can be toggled on and off using the "Radar Stealth Field Toggle" button in the unit's command menu.

T4 SPIDERBOT

Abilities: Submersible, Torpedo, Crushes, Stealth



65,000

18:45

Build Cost	Cost Rate (per sec)	Yield
-393,750	-350	-250
-39,375	-35	0

EXPERIMENTAL GUNSHIP: SOUL RIPPER

The Ripper delivers massive firepower, as well as air protection power on the front lines. This Gunship bristles with weaponry, including a pair of Heavy Iridium Rocket Racks. It's an aircraft, so it hovers over ground and water.

T4 EXPERIMENTAL GUNSHIP



18,000

25:00

Build Cost	Cost Rate (per sec)	Yield
-288,000	-192	*N/A*
-42,000	-28	*N/A*

EXPERIMENTAL MOBILE RAPID FIRE ARTILLERY: SCATHIS

The most advanced of the Cybran strategic weaponry, it delivers devastating, pinpoint accurate firepower at extreme ranges. It also can provide artillery coverage across any theater, regardless of range. These units are constructed by T3 Engineers, upgraded ACUs, and Support Commanders.

T4 EXPERIMENTAL MOBILE RAPID FIRE ARTILLERY

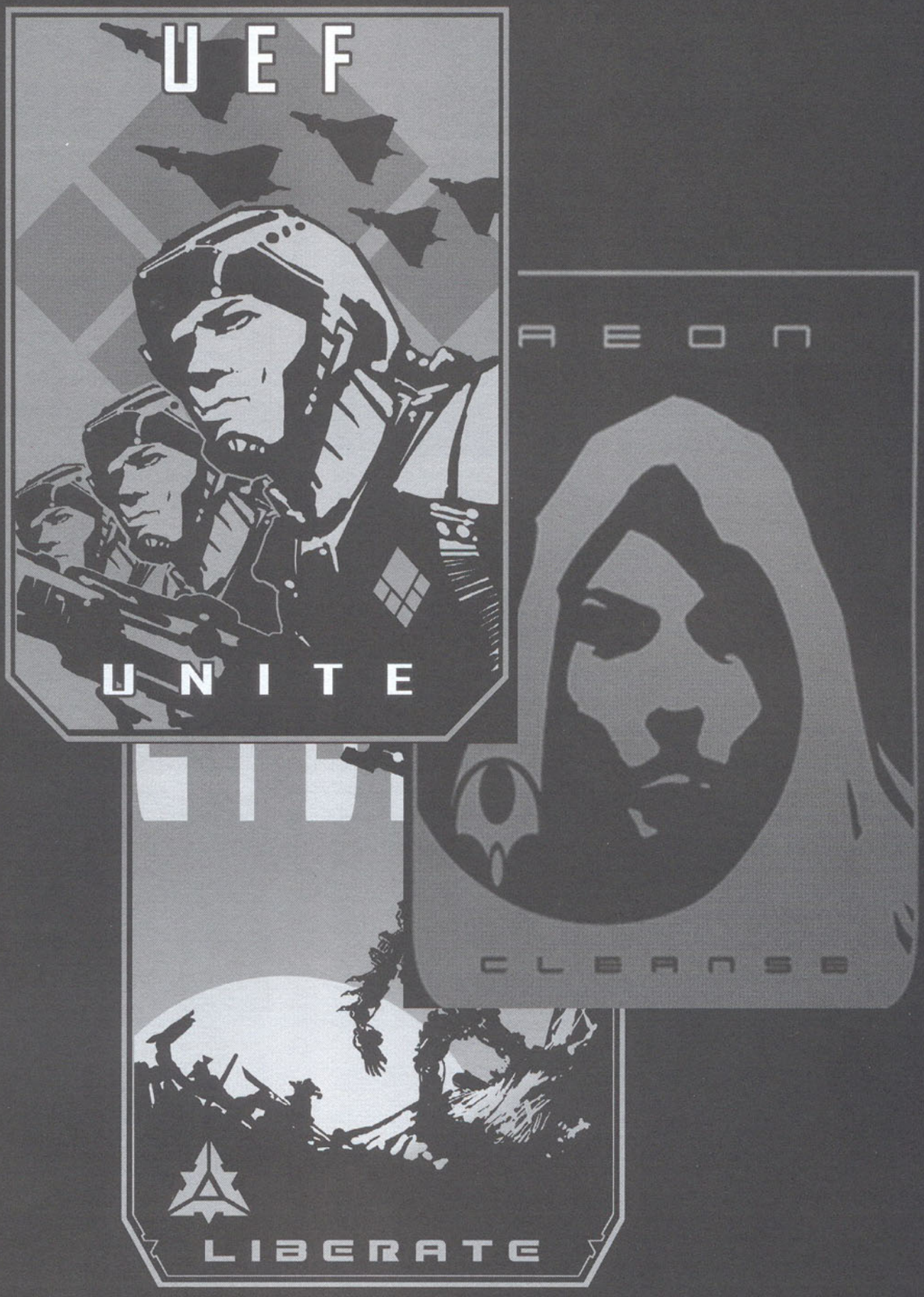
Abilities: Deploys: Immobile While Firing



2,400

31:30

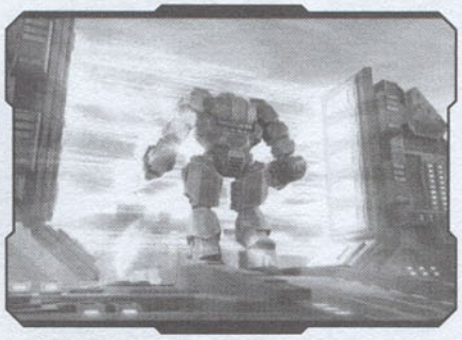
Build Cost	Cost Rate (per sec)	Yield
-945,000	-500	*N/A*
-8,1000	-42	*N/A*


UEF
UNITE
AEON
CLEANSE
LIBERATE

CAMPAIGN WALKTHROUGH

UNITED EARTH FEDERATION

From the tattered remains of the Earth Empire emerges a new path for the future of the galaxy. The United Earth Federation seeks to reunite the scattered remains of humanity under a single banner, so that all of Earth's children may once again live with order, justice, and strength.



Objective Icons

Often, clicking on the objective icon in the top-left corner of the screen will zoom the camera in on the subject of the objective. If you right-click on the objective icon, the game is paused and more detailed objective information can be viewed.

OPERATION BLACK EARTH

BUILD 3 MASS EXTRACTORS

Select your ACU, click on the Mass Extractor in the construction window, and create a queue (hold Shift while placing multiple extractors) of three Mass Extractors over the deposit areas around your landing zone. Your next order is given once three are built.



BUILD 3 POWER GENERATORS

Build a row of three generators (not beside the extractors) so you can place the Land Factory next to the generators. This saves Energy once the factory is operational. The more sides you cover with Power Generators, the less energy the factory uses.



BUILD A LAND FACTORY

Construct the Land Factory. Once it's built you get new schematics that allow you to build Engineers and Medium Tanks (MA12 Strikers).



Engineer Menu

Normally, a T1 Engineer will be able to build much more than what you are allowed to build in this mission. The Engineers can only build another Land Factory, Mass Extractor, Power Generator, Wall Section, Point Defense, and a Radar System.

BUILD 3 MA12 STRIKERS

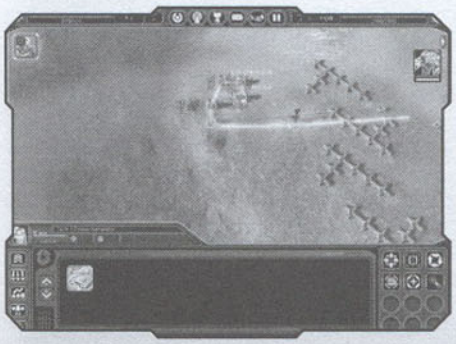
Order a couple of Engineers from the factory and have them "assist" the factory while the tanks are being built. Having Engineers, ACUs, and Sub-commanders assist factories speeds up production. The more Engineers you have assisting, the faster the units roll out.



DESTROY THE ENEMY RADAR

Once you have three Medium Tanks, move them to the Cybran radar installation (Magno T1 Radar System) and they'll attack it automatically. If not, command them to attack. Select all your tanks and press CTR + 1 (or any number) to assign them to a team that can be selected again by just pressing "1" (whatever number you choose).





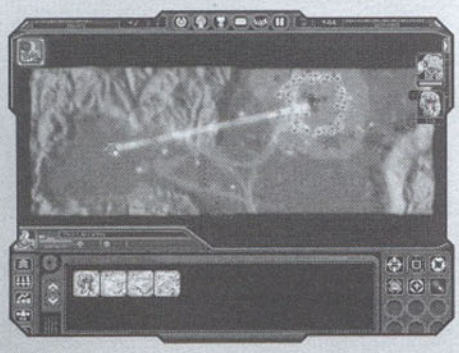
Keep rolling out more MA12 Strikers for the next objective. Place the factory on "repeat" to replicate the build orders indefinitely. There are a couple of Hunters (T1 assault bots) guarding the Cybran radar, but they're no match for your tanks. When the radar is destroyed, your tanks will continue to attack enemy units, like the two nearby generators and Mass Fabricator. New schematics are downloaded that you can now construct Land Scouts, Light Assault Bots, Mobile Light Artillery, and Mobile Anti-Air Guns.

DESTROY THE ENEMY AIR FACTORY TO THE SOUTHWEST

The Cybran Air Factory is inside a small base with average defense. Do not attack until you have enough units to overwhelm. So, order from the factory one of each of the units available to build (you don't need Land Scouts). Place the factory on repeat. We suggest ordering five Assault Bots on repeat since they are cheap, quick to build, and an effective ground assault group in great numbers. The factory will continue to build those orders until the battle is won or the factory is destroyed or paused. You can construct more Engineers beforehand to assist the factory for faster production. You shouldn't need any more Power Generators or Mass Fabricators while building your small army. But, if you were to build another factory, you would require more Energy.

While waiting for an army to build, take a couple tanks to the southwest to destroy Mass Extractors and Power Generators near the enemy's first line of defense—the Wall Sections in the gully. Soon, bombers try to take out your tanks. But you sent a message, saw what was out there as the fog of war was lifted, and started the elimination process. This is usually what scouts are used for, but tanks can still take out a few structures before being pummeled by air assaults.

Once you have successfully constructed a group of assorted units, have them attack the base to the southwest. This mixed bag of ground units allows you to effectively attack land and air units while you move in for the kill. Between 100 and 115 mixed units are more than enough to take out the small southwestern Cybran base. Select all your units and use the "attack" command on the visible Cybran Air Factory. While all units are selected, press CTRL + ALT + Click on the Air Factory so that the entire pack moves as slowly as the slowest moving unit. This keeps your group together and strong.

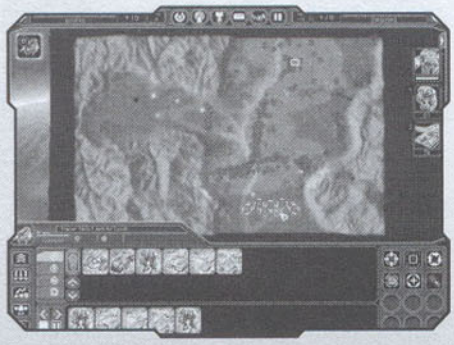






DESTROY ALL TOWERS ALONG THE DEFENSIVE LINE

After taking out the Air Factory, the area is expanded, revealing a defensive line to the south. The UEF government sends you a handful of T2 versions of the T1 units you've built. Continue building up a larger force, then attack the southern base with overwhelming numbers of land and aircraft-attacking units.





Mass may be needed at this point, so build more Mass Extractors in the many available deposits.

There's a wall of Anti-Air and Point Defense stationary guns to the south. Move your army to the south and take out these targets. If you have them patrol a nearby area, but out of range of the defensive line, your T2 Mobile Missile Launchers will start the attack before the enemy Point Defense can reach and damage any of your units. When the turrets are destroyed, the map is expanded, revealing the bigger Cybran base. You must now defeat the Cybran Commander.

DEFEAT THE CYBRAN COMMANDER

You can now build an Air Factory and Anti-Air Turrets with your Engineers. Build an Air Factory and surround two sides of it with Power Generators to get your economy balanced. Continue building your mix of ground units, then have Engineers assist the Air Factory to quickly assemble a force of Attack Bombers and Interceptors; select one of each and place the factory on repeated construction.



CAPTURE ONE TECH 2 POWER GENERATOR

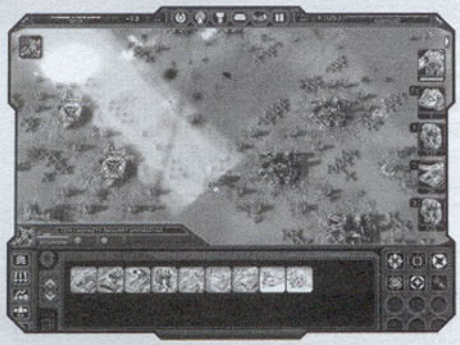
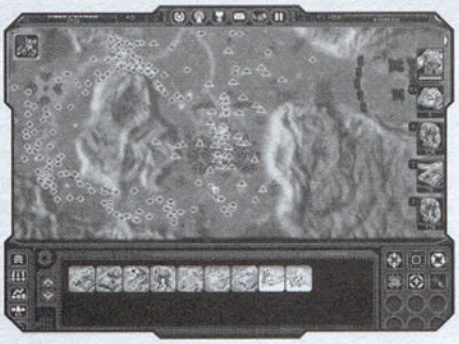
Escort Engineers to the T2 Generators in the southwest to capture them. This will help your allies in the southeast base ward off the Cybran attack using a large Artillery Installment. There is a small Cybran base to the southwest where the generators are located, so it's best to simply move your air patrol routes and swarming land units' patrol route to include this area. This small base is lightly guarded by T1 Heavy and Light Assault Bots. Your force will clear out the base with little to no management. When all is safe, move your Engineer(s) in to do their capturing (set up a "capture" queue so an Engineer captures one generator after another).





You are encouraged to start up another base in the area of the destroyed Cybran Air Factory. You don't need to, but the practice of base multitasking couldn't hurt. Build more factories, Mass Fabricators, and Power Generators to kick out more units for the big attack on the southern Cybran base.

You are also informed that most of the Anti-Air Turrets are on the south side of the Cybran base. You can move to the back of the base through the area where you captured the Power Generators and take these southern turrets out with ground units. Select all ground (or a large number of them) and hold Shift while clicking the "move" order to draw a route through the back gully and into the rear of the enemy base.

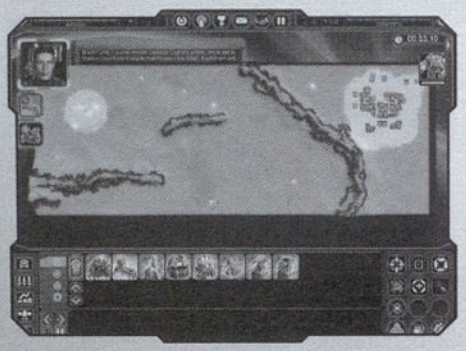




While continuing to hold Shift, order this large group to patrol around the south end of the enemy base. Then bring your remaining ground units to the front door. Finally, bring in the air attacks to finish off the Cybran base and, most importantly, the Cybran ACU.

Once you have the masses inside the enemy base, the quickest way to finish the level is to select all units (especially air bombers) and then command them to attack the Cybran ACU. Once that beast is destroyed, the mission is a success.

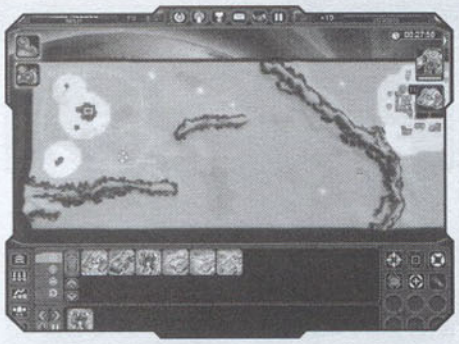
OPERATION SNOW BLIND

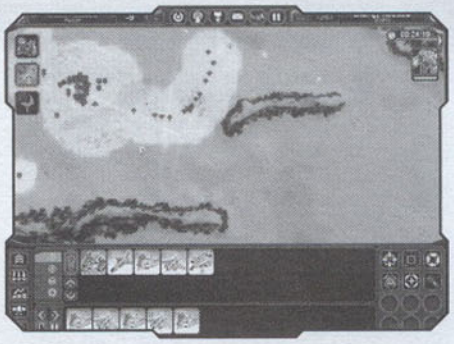
BUILD AN AIR FACTORY




Luthien is a frozen planet covered in a thick layer of snow. You land near five deposits and a couple of hydrocarbon deposits on the west end of the map. Station Lima Foxtrot is over some mountains on the east end of the map. The only way to reach them is by air (until the map is expanded). Your ACU can construct a Land Factory, Air Factory, Mass Extractor, Mass Storage, Power Generator, Wall Sections, Point Defense, and Anti-Air Turrets. Build a Land Factory, some Mass Extractors, and Power Generators first. Order about 5-10 Engineers to assist with the growth of your small base.

Build the required Energy to run a Land Factory and a little more to prepare for the Air Factory. Send a few Engineers out to place Hydrocarbon Power Plants on top of the two nearby Hydrocarbon deposits. Order one of each of the available units in the Land Factory (except scouts) and place the order on repeat. Add a couple more orders to the Assault Bots. Select the factory and hold the Shift key. Click the "Move" command and then click on the ground just at the foot of the small row of mountains to the east. Continue holding Shift while selecting the "Patrol" command.





DEFEAT ALL AEON PATROLS

Now set a patrol route from the northern edge of the map near the north Hydrocarbon deposit to the south line of mountains. Expand the patrol route as your numbers grow and control of the land is yours. You will eventually control the entire area by expanding the route and cutting off the enemy, holding them back to their base in the south (off the map). This will eventually complete the given objective to *defeat all Aeon patrols.*





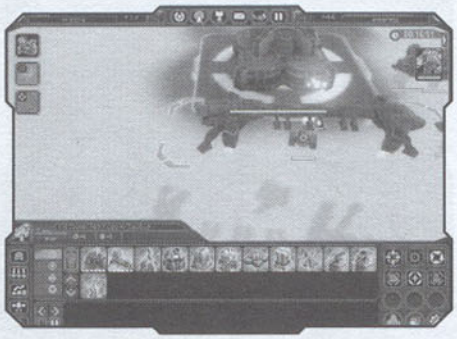
Get all the Engineers to assist in the building of the Land Factory units. Soon you will have a strong wall of patrolling units that can take care of any enemy attack—land or air. You do not need to worry about building Anti-Air and Point Defense guns around the base, but a few wouldn't hurt. Keep an eye on your economy and build more generators, fabricators, and extractors as needed.

PATROLLING ENGINEERS

Be careful of ordering Engineers when you have factories set with patrol routes. Available Engineers appear on the right side of the screen under your ACU icon. They will not become visibly available if they are patrolling. You could end up with a bunch of patrolling Engineers that could be better used assisting factories.

REPAIR THE RESEARCH FACILITY AT STATION LIMA FOXTROT

Once you have the Air Factory built, order a C-6 Courier Light Air Transport. As soon as it's built, the enemy will try air attacks to destroy it. So be careful and have your anti-air units ready. Load up an Engineer or your ACU onto the transport by clicking the transport and then right-clicking the Engineer. Click the transport again to select it and order it to move to the northern edge of the map. When it gets close, order it to move along the top edge of the map over the eastern mountains at the top edge of Lima Foxtrot.







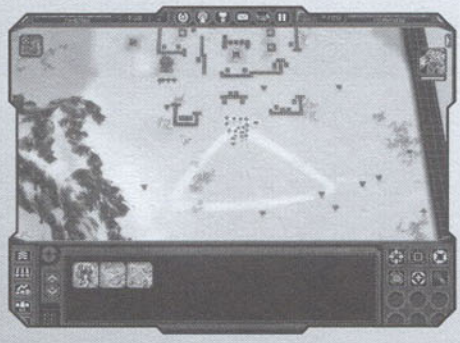


Flying this far north usually keeps you safe from enemy attacks—especially when you have control of the land beneath the flight path. Now click on the transport command and deliver the Engineer to the UEF Science Lab. Select your Engineer to repair the facility. Afterward, have him build a Land Factory and some more Anti-Air Turrets at the south end of the base to protect the science lab from air attacks. Construct anti-air units and then some Assault Bots and tanks to prepare for battle.

Order Bombers and Interceptors and place the order on repeat. Set a similar out-of-the-factory patrol route as your ground units. Your line of defense will be impenetrable if you give them air support. Continue stretching out the patrol route (hold Shift and pull out the patrol points with the hand icon) until you control the entire map.

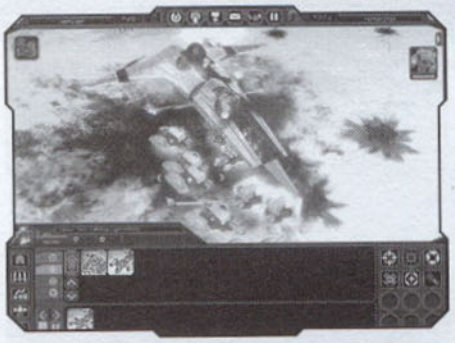
DEFEAT AEON ASSAULT

After repairing the facility at Lima Foxtrot, you receive intel of an Aeon ground force moving in to attack the science lab. You can now upgrade the Factories to Tech level 2. Do not upgrade all of them at once, so production of units continues. Once factories are upgraded, add T2 units to the patrols. Select all your patrolling units and click on the T2 Gunships in the lower window. Now set a new patrol route for them at the south end of Lima Foxtrot to prepare for an aerial invasion.









If you followed our tips, your brood will be way too massive for the small Aeon attack to put a dent in your forces. A few more attempts are made with increasing number of forces. So keep adding units to the front of Lima Foxtrot. Enemy transports will drop Aeon tanks, so have some ground units ready to keep your Gunships focused on the aerial assaults. The map is expanded southward when the Aeon assaults are foiled. You can now move ground units to and from Lima Foxtrot.

GET UNITS TO THE LUTHIEN COLONY

General Clarke has decided to evacuate the Lima Foxtrot. You must escort a convoy of civilian trucks to Station Lima. They appear south of your original base over the mountains. You are required to construct and park 20 tanks, 14 Anti-Air vehicles, and 12 Gunships in the yellow markers south of your original base. You may have these units constructed already and simply need to select all troops, single them out using the window at the bottom of the screen, and then move them in the yellow zone. Mouse over the objective window in the top-left corner of the screen to monitor how many of each required unit has arrived in the yellow zone. Once all these units are in place, you will be given control of the 8 civilian trucks.





DESTROY ALL AEON LIGHT RADAR INSTALLATIONS



Extend your flight patrol route to pass over the three Light Radar Installations and your Bombers and Gunships will automatically take out these units.

EVACUATE LUTHIEN COLONY

Make sure that a flight route from the parked trucks to Lima Foxtrot is well covered by land and air units on patrol. Select all your Gunships, then hold Shift and right-click on each of the 8 trucks (if you have 15 Gunships, you can do this in one trip) to pick them up. Transport them to Lima Foxtrot. The Aeon will send in more air units to try to stop you. Not all the trucks have to make it—do your best to see them safely there. Once all the trucks arrive, the evacuation objective is completed automatically, and the southern area of the map is expanded revealing the Aeon base.





DEFEND STATION LIMA FOXTROT



With the map fully opened, you need not rush in and try to attack the remaining Aeon without a plan. Continue to build up your T2 units and build a very large force while creating patrol routes that hold off the enemy to the small valley in the south, just north of the enemy base. Foxtrot is in no danger when you have the enemy's movement restricted to just their base.

DESTROY THE AEON FACTORIES

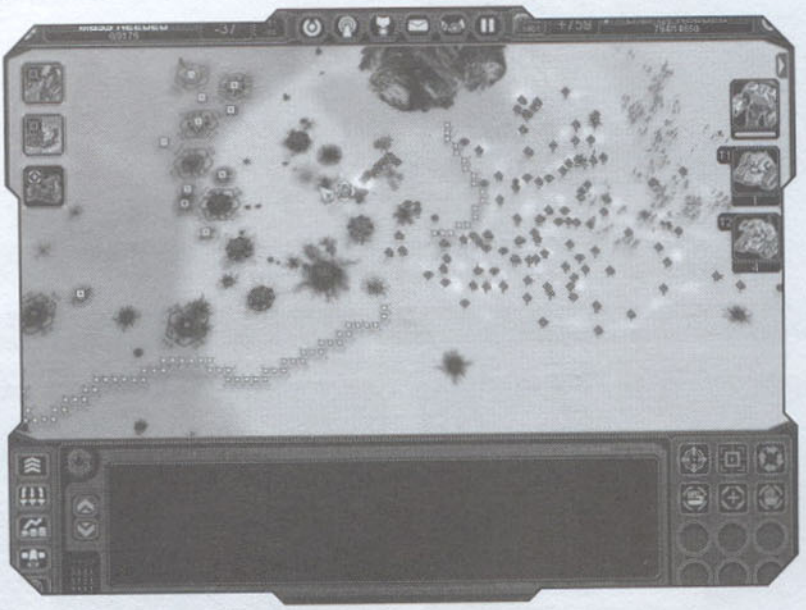
Do not try a frontal assault on the Aeon base. They have many shields with anti-air guns and Point Defense under cover of the shields. They will tear through your troops in no time without you so much as putting a dent in their defense. Leave your patrol routes as is and have your factories move units to the southwest and southeast corners of the maps. Use multiple move commands while holding Shift to create a route that keeps your units from trying to move through the enemy base.





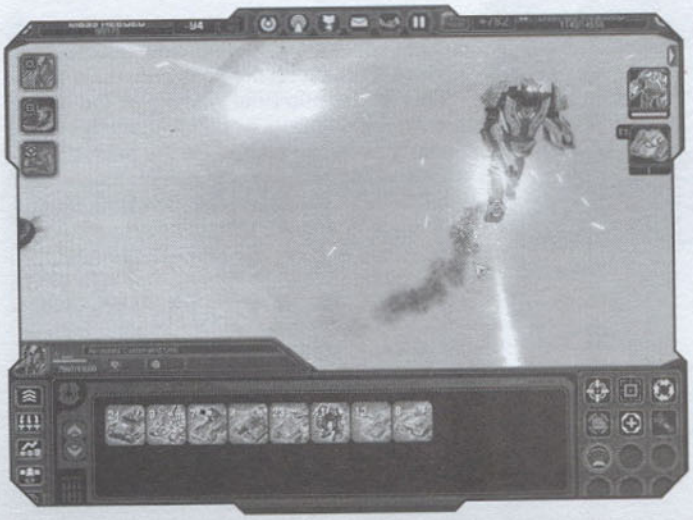


Once you have a large number and variety of units in the lower corners, move them in closer to the south side of the enemy base. Move in your T2 Mobile Missile Launchers up close enough to the base to allow them to start pitching in some missiles to take out the enemy defenses. Keep them there to soften up the base before you move everyone in through the backdoor.



DEFEAT THE AEON COMMANDER

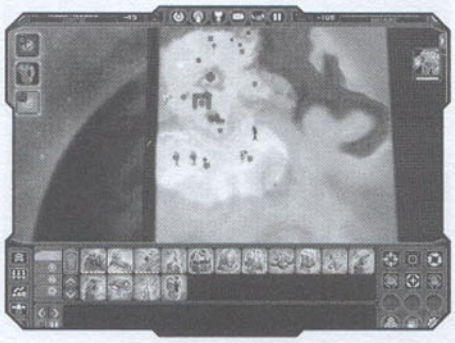
The Aeon ACU will naturally try to help her crumbling fortress by assisting the southern defenses. When the ACU shows herself, select all of your units and command them to attack her. No need to annihilate the entire base. Just take out the ACU. Most likely, her explosion will take out the rest of her base. But that doesn't matter. As long as the ACU is toast, the mission is a success.





OPERATION METAL SHARK

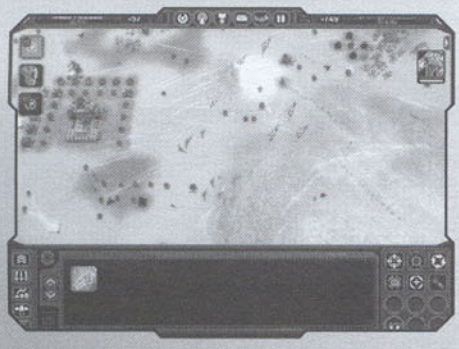
You've been promoted to Captain and your first assignment with the new title is to assist the planet Matar with its attack. You land on an island in the northwest corner of the watery map. The small operation there is in tatters, but you have a few Power Generators, a Mass Extractor, and a Naval Factory to work with.



BUILD UP YOUR BASE







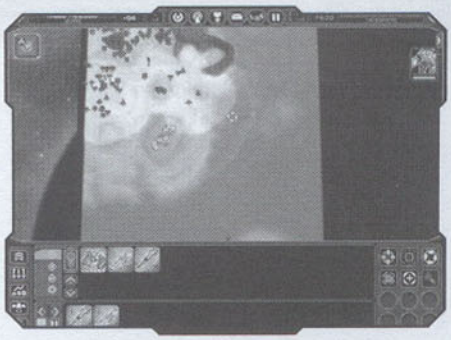


This is not an objective the game gives you, but in order to survive you must first build up a base with some anti-air and torpedo defenses. Have your ACU build a Land Factory while you spit out some Engineers out of the damaged Naval Factory. Have a few Engineers repair and assist the Naval Factory while others begin rebuilding Torpedo Launchers where the old ones were destroyed. Do not venture out too far or the enemy will destroy them before they are built, as well as destroy your Engineers. Put a Mass Extractor on every deposit. Leave the closest small island to the southeast alone until you can defend your own island.

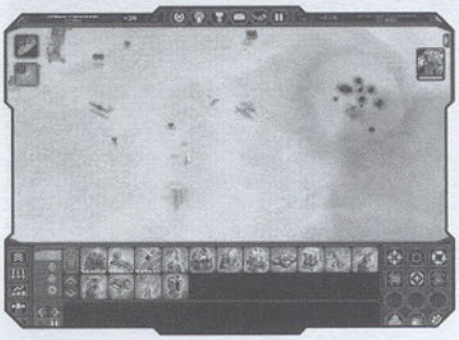
Build up as quickly as you can. Get plenty of Energy and build Mobile Anti-Air Guns. Have them patrol the coastline. Build Mass Fabricators and Energy Storage. Do not build Assault Bots or tanks. You need only worry about air attacks on the main island; unless Attack Boats can get close enough to damage island units. Build an Air Factory and some Anti-Air Turrets around the coastline and pepper a few throughout the base.

Build a second or third Naval Factory and lots of Engineers to assist the factories. Set air patrol routes to protect the island only (and the water near your naval factories). Have your naval units, especially subs, sit in strategic areas near your factories to protect them and the Engineers as they build Torpedo Launchers and Anti-Air Turrets to protect those launchers from the enemy air units.

You will not lose the mission if you do not begin working on any of the first given objectives. It's best to build up defense and offense before you unlock any more objectives, which usually bring stronger attacks with them. As soon as you can, upgrade your factories to Tech 2 (the upgrade will come after you complete some objectives). The T2 Gunship plays a big role in your success in this mission.



DEFEAT FRIGATE FORCE



From the beginning of this mission, a fleet of six Frigates patrol the waters to the south. You must hold them off by not exploring too far south until you have the force needed to take them out. A mixed group of Gunships, Scorcher Bombers, and Tigershark Submarines is the recipe for their destruction. If not dealt with early, they will continually take out your torpedo defenses and Engineers trying to repair those or build more.

BUILD SONAR INSTALLATION

Any T1 Engineer is capable of completing this objective. Simply build a Sonar anywhere in the water. Keep it close to your base so you won't get attacked.

DESTROY ALL ENEMY SUBMARINE GROUPS

Use your fleet of Tigershark subs to take out the enemy subs. If you can draw the other subs to your Torpedo Launchers, then the job gets that much easier.

COLONEL ARNOLD: TOAST

There's no way to save or prevent Colonel Arnold from being defeated; he's not even on the map until after he is defeated. Once destroyed, his ACU shell is revealed as the map expands to show the island he was on.



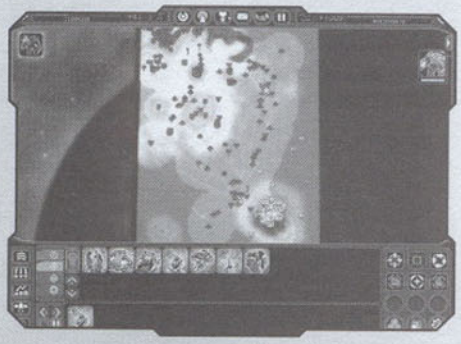
DEFEAT THE AEON COUNTERATTACK

As long as you have a good patrol of Interceptors, subs, and Frigates and have Anti-Air units and turrets in place, the Aeon Counterattack is easily repelled. When this happens, begin moving your patrol routes out further to encompass the nearby island with the Mass Deposit on it. Your aircraft may begin to reach out further and begin attacking the small Aeon island with the Hydrocarbon deposit. This is good. There's little resistance there. Have your ships or surfaced subs try to take out the Anti-Air Turrets on this island before sending planes over.





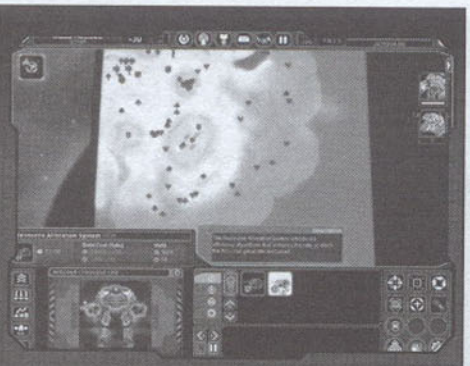
RECLAIM ARNOLD'S BLACK BOX



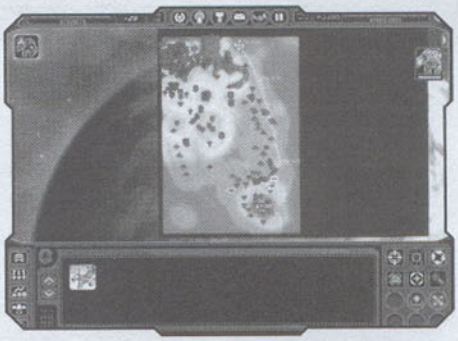
After building up your forces and expanding your patrol routes, you need to make a move to recover the black box from the southeast island that Arnold was on. You should have a few Air Factories supported by several Engineers kicking out aircraft at a fast rate; multiple generators and fabricators, a few Naval Factories, and your base defenses up to par.

Resource Allocation System

Another great move is to upgrade your ACU. Have him upgrade his RCH with the Resource Allocation System. This yields more energy than a T3 Power Generator and more Mass than a T3 Mass Fabricator! Just select your ACU and click the upgrade icon in the construction menu. Select the right arm, then click on the R.A.S. upgrade.

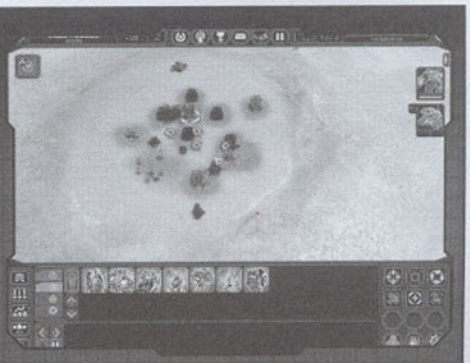


Keep building up your defense and offense before moving in for the black box. Make sure to have the skies full of T2 Gunships and half as many Stork Torpedo Bombers. As you expand control of the map and gain more subs, you can back off on the Storks and concentrate on large quantities of Gunships. Have around 10-15 Engineers assisting each factory to spit out the units at an incredible rate. Keep pulling your patrol routes out further to swallow up the nearby islands and push it out to the east to thwart air attacks—from a base that's on the unrevealed portion of the map.



T2 Point Defense

As you expand your control to include the small islands to the south, place Triads (T2 Point Defense) on the edges of the islands as close to the water as you can, and make sure to have a couple Anti-Air Turrets nearby. The range on the T2 Point Defense guns is pretty good and they will help ward off Attack Boats and Cruisers.



When you're ready, select a large group of 30 or more Gunships and have them circle the south island with Arnold's ACU shell on it. As they take out Torpedo Launchers and other hot targets, move your Subs and Cruisers in to assist with the island extermination. When the island is clear, move a group of Engineers to it to "Reclaim" the black box on the blackened ACU.

Build two Air Factories on this island after placing T2 Anti-Air Turrets on the northeastern edges. Make sure your patrol routes protect this island. Build lots of Engineers to assist these factories as you build more Gunships. Set patrol routes to control the entire western side of the map that has now expanded to reveal the Aeon base to the east.







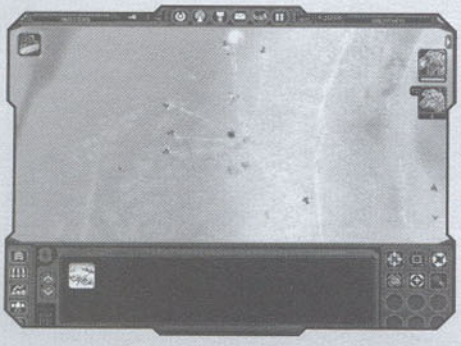
KILL OR CAPTURE THE AEON PRINCESS

The leader of the Aeon Illuminate is to be captured or killed. She's on the eastern-most island in the Aeon base, but she escapes no matter how you play it.

DESTROY THE AEON COMMANDER'S MAIN BASE

This is the final objective. Eris, the ACU that took out Arnold, is in the Aeon base on the east island. Do not attack this base until you are prepared. We suggest taking out the air-turrets and generators on the small island north of the Aeon base first. Move Destroyers in to destroy the Anti-Air Turrets and have Subs protect the Destroyers.





When attacking large, defended islands you should use Gunships to take out Torpedo Launchers. Use Subs to destroy Anti-Air Turrets on the water. Use your Storks to help take out ships and Torpedo Launchers. When the defenses are down and the Naval Factories destroyed, surround the island with Cruisers and Subs to keep the air units from escaping the island. The attack range on the Cruisers is not significant enough to start demolishing the majority of structures and guns on the island.

When you notice a large number of Engineers repairing a structure you are trying to destroy, set up an attack queue on the Engineers, then place the structure you were trying to destroy last in the queue.

Move a large number of Gunships to the south end of the island and create a clearing. Stop orders at the Naval Factories once you have control of the sea. Stop ordering Storks and only build Gunships. Build about 10 C14 Star Lifters and select them all. Have them "assist" your Land Factory as you build an army of T2 Heavy Tanks (Pillars).

If you select the factory and the "move" command and place the move cursor on the south (cleared) end of the Aeon base island, the transports will automatically carry the tanks to the island. Have 20 or more Engineers assist the building of the tanks to roll them out quickly.





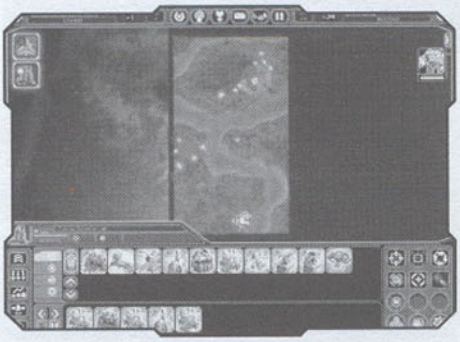


Move the tanks in to take out the Anti-Air Turrets and then move in for the Aeon Commander kill. Move Gunships in to support the tanks when many of the Anti-Air Turrets are destroyed (there are many). The Aeon Commander will fall in no time.

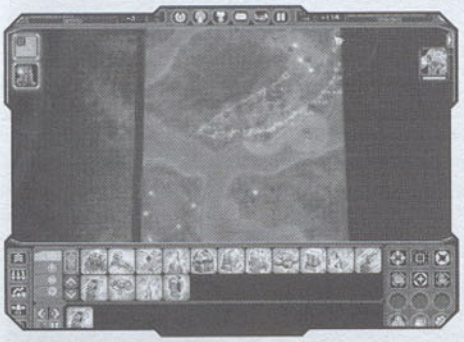


OPERATION VACCINE

The fourth mission is a long and tough one. You are still restricted to Tech Level 2, but now face forces that make you want T3 technology. You are on the Cybran planet of Minerva. The Cybrans are infecting UEF Quantum Gates with a virus. You must stop them and get out of there.



DESTROY THE CYBRAN BASE





You begin in the top-left corner of the map with half of the map revealed. There are no structures built; you must start from scratch. When defending the base, take this into consideration: most attacks will come from the south and east. There are no hidden bases to the north, so you can forgo Point Defense and Anti-Air Turrets on the northern edge.

There's a nearby Cybran base to the south. Construct a couple of Mass Extractors, then the Land Base, then work on Energy to keep that running. Build around 10 Engineers at first, and then roll out a small number of Assault Bots and tanks, but about 25 or more Mobile Anti-Air. Have them patrol the southern and eastern coastline. Use a couple of Engineers to assist the ACU in constructing Anti-Air Turrets along the coastline and some initial Point Defense at the southernmost tip of your coastline.

Build more Engineers as needed to keep Power Generators under construction and some Mass Extractors. Naturally, cover all the Mass Deposits and the Hydrocarbon deposit on your island. Build two Air Factories and upgrade them early on. Build two Naval Factories near the eastern edge of the map. Have at least 5-10 Engineers assisting all factories set to repeat units. Make more Subs and Gunships than Cruisers and Bombers.



Cybran air attacks occur early in the building process. You should have a bunch of Mobile AA before this happens. Also, you can move an Engineer early to the Mass Deposit to the south, on the island just east of the south Cybran base. After building a Mass Extractor, place Point Defense along the western coastline and place an Anti-Air Turret near each one. These will help soften the base to the south and take out some Torpedo Launchers.

Ground Forces

Don't put too much faith in the water separating your base from the enemy. The amphibious Cybran tanks (Wagners) can come ashore and wreak havoc. Make sure to have Point Defense (preferably T2 Point Defense) and ground troops patrolling the shoreline.





You're going to need a lot of Mass Fabricators and plenty of Energy, so concentrate on building the economy quickly.

Move your Subs and Cruisers at the southern tip of the coastline to start softening the southern Cybran base. Once you have ground-only attacking units patrolling your base, have the Factory turn out a bunch of Amphibious Tanks. They're quick to build and effective in large groups. They get across the water with ease.

Once your defenses are stable and you have flight patrol paths and ground defense paths set to cover your base, move in to take the southern Cybran base. You have all the time you need to build up. You could wait to attack until you've reached unit-building limits. Upgrade factories to T2. Tech levels will upgrade even if you can no longer build units because of unit limits reached.



Use Cruisers at long range to take out the southern base's defenses. Surfaced Subs can help soften up the base. Use Amphibious Tanks to invade the base. Set a move route to have them go around the Wall Sections and attack the meat of the base. Use Gunships to support the tanks. Soon the base will be annihilated.

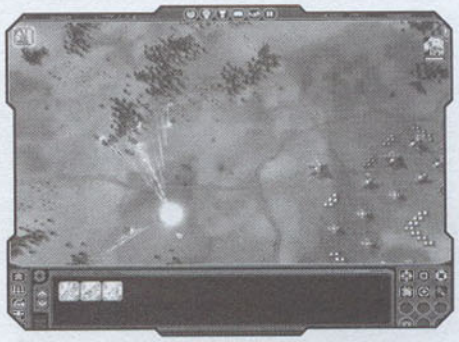
Resource Allocation System

Since there's a shortage of Mass Deposits, upgrade your ACU's RCH with the Resource Allocation System. This yields more energy than a T3 Power Generator and more Mass than a T3 Mass Fabricator.

CAPTURE TWO OF THE FOUR COMMAND CENTERS

Completing this objective unlocks the "Capture the Science Center" objective. There are four Command Centers on the southern edge of the map. You must capture two of the four centers to complete the objective. Send your Subs, Cruisers, or Destroyers to patrol the waters to the east of this base to soften the defenses. Move Amphibious Tanks and your air patrol routes to include this area. When the light defenses are defeated, take some time to prepare for the map expansion before sending Engineers in to capture the Command Centers. Making a game save now is a good idea in case things go badly when the map expands.

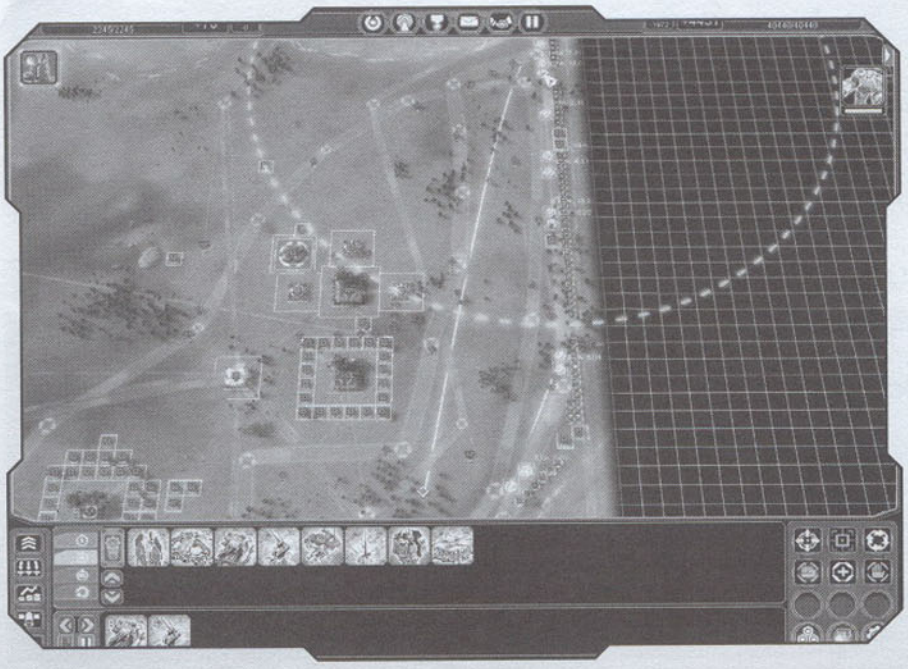




Map Expansion Preparations

After capturing two of the four Command Centers in the south, the map will expand and reveal a healthy Cybran base due east of your original base. Do not capture the centers until you are prepared for this. If you haven't done so already, build a solid wall along the east coast of your base (before the map expansion).



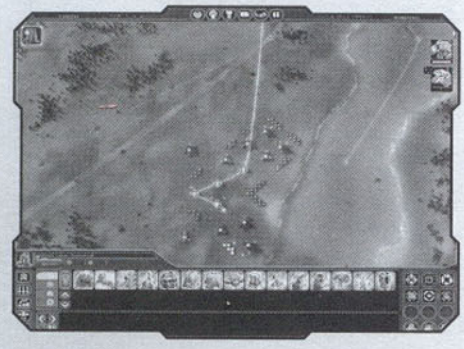


Place T2 Point Defense and T2 Anti-Air behind this wall. Leave a small space free in the wall in case you need to get Amphibious Tanks out quickly that way. Place as many turrets and Point Defenses as you can. Air units and Amphibious Tanks will bombard this coastline. Make sure that your patrolling base defenses include this section of your base. Have them patrol close behind the wall.

Move naval units from the Command Center area as far northeast as you can (in the river south of your base) before the map expansion. Set your air patrol routes to cover the east side of your base and a little further east over the river. Make sure that you have an Air Staging Facility included in the air units' patrol route.



Have an Engineer construct some T2 Point Defense and Anti-Air Turrets on the middle island along the east map line and further to the south on this island. When the map opens, Cybran turrets are discovered on this landmass; your Point Defense will take them out or soften them up, so your air units will finish them off.

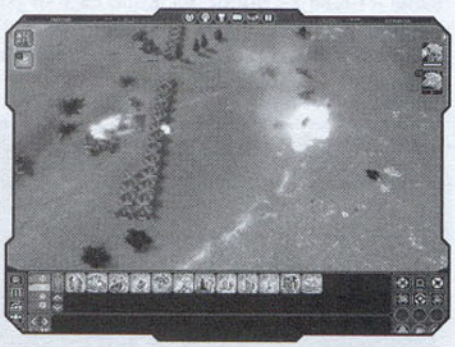


When all this is done, allow your Engineers to take over the Command Centers to the south. Shortly after map expansion, you download schematics for Tactical Missile Defense, Shields, and T2 Artillery Installations. Have Engineers ready to work on these. Make sure your economy is balanced and ready to build.

CAPTURE THE SCIENCE FACILITY

When the map expands, intel is received about Dr. Sweeney being held in the Science Facility to the southeast. Again, do not capture this building until you are prepared to protect the doctor when he exits the building. Move naval near this facility to soften its defenses, then Amphibious Tanks and Gunships. After recovering from battle and while defending your own base from non-stop attacks, move your flight patrol routes to cover an area from the Science Center to your base.





CONSTRUCT SHIELD GENERATORS & TACTICAL MISSILE DEFENSE

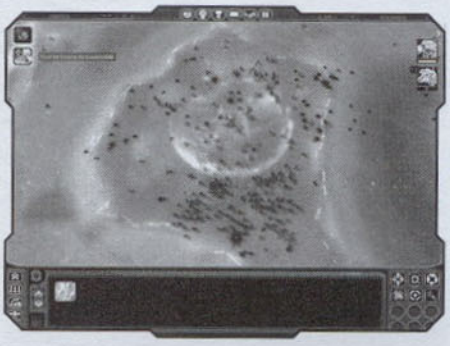
Build Shield Generators over your vital areas ASAP, such as factories and a few along your eastern wall of defense. Place Tactical Missile Defenses in these critical spots under Shield Generators.



East Island Control

Try your best to gain control of the island to the east between your base and the large Cybran base further east. This is tough. You must have sufficient air and naval units and move your patrol routes out over time to gain control safely. Once you have control, quickly move a team of Engineers to build a Shield Generator and place T2 Point Defense and Air Cleaners (T2 Anti-Air Installations) under the shield.







Have Amphibious Tanks patrolling the island. Build a T2 Artillery Installation as close to the east coast of this small island as you can. Make sure its range covers some of the Cybran base. Do not build too close to the east side of the small island or the Cybran's artillery in their base will destroy almost anything you build out—before you can finish it. After you have control of this island and have an air patrol route covering your half of the map, it is safe to rescue the doctor.

ESCORT THE DOCTOR TO THE QUANTUM GATE

Move an Engineer in to capture the science facility. Shortly afterward, Dr. Sweeney's vehicle appears and enters your control. Do not move him to the southern Quantum Gate until you have really good coverage around that area. Cybran air support—in the form of Renegade Gunships—appears from off the eastern edge of the map.



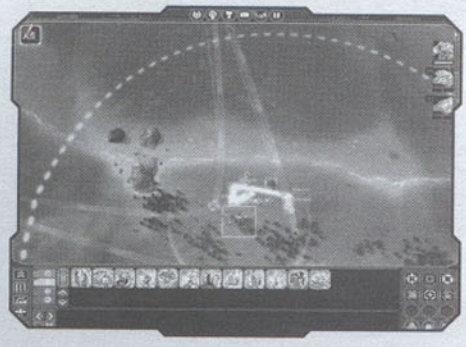


Have your patrol routes include the Quantum Gate and don't move Dr. Sweeney until these Gunships are taken care of. Transport Dr. Sweeney (using a Gunship) to our main base and hide him under a Shield Generator until you are sure the Quantum Gate is safe and free of Cybrans. Then transport Dr. Sweeney's vehicle directly to the gate to complete the objective. Fly with the already existing air support patrol route just to be safe.

DEFEAT THE CYBRAN COMMANDER

The Cybran Commander is usually supporting the main northeast Cybran base. However, he often slips out undetected when the base is in trouble. To get some trouble in there you should rain large artillery shells down on it from the nearby island and send Amphibious Tanks, Gunships, and the navy in. The Cybran Commander heads to the landmass in the southeast corner of the map. Once he's out of the main base, completely wipe out everything. We like keeping the navy at its front door and moving Amphibious Tanks around to the back of the base to destroy anything moving forward (west).





Build a Shield Generator on the east side of the river, almost all the way south and east of the Quantum Gate. Place it close to the shoreline and construct a T2 Artillery Installation under it. Place some Point Defense and a couple Air Cleaners under the shield, too. This little operation will help defeat the Cybran ACU, as well as help with one of the last objectives when the map expands again (southward).

Use Gunships to transport Mobile Missile Launchers or Heavy Tanks to the lightly defended Cybran retreat in the southeast corner where the Cybran ACU is hiding. Bring everything down on the Commander at once to overwhelm him with firepower. When his position is revealed, command the Artillery Installation to fire on him, as well. However, defeating the Cybran ACU is not the end of the mission...

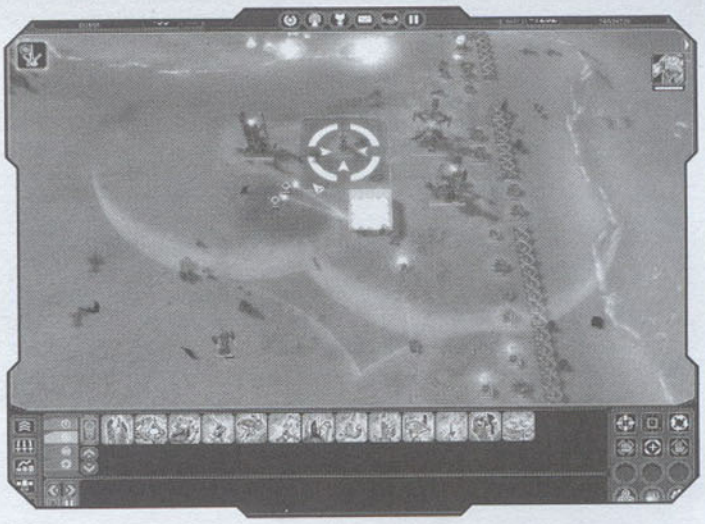


CONSTRUCT THREE LONG-RANGE RADAR INSTALLATIONS

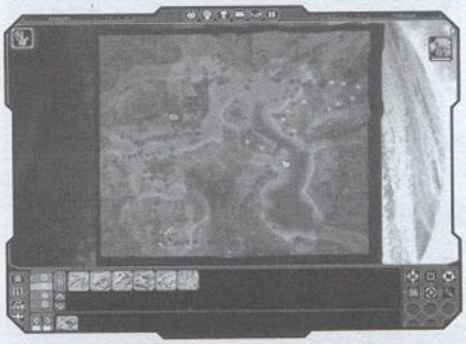
Click on the objective icon in the top-left corner three times in a row to find the three target areas on the map to construct SA2-2000s. Then sit back and allow your Air Factories to build Gunships until you reach the unit limit.



Place an air patrol route to cover these three radar locations. Move Engineers to all three locations and build a Shield Generator next to these target locations. Once the shields are built, begin building a couple of Air Cleaners next to each target area. Cybran air units appear from all directions off the map to attack these locations even before you get radars in place.



PROTECT THE LONG-RANGE RADAR INSTALLATIONS



Once all the defenses are in place, build the three radars on the target locations. Defend them until the minute and thirty second timer in the top-left corner counts down to zero. With the insane number of Gunships you have patrolling over each radar, defending the radar installations is a piece of cake. This unlocks three different objectives almost simultaneously: Destroy Brackman's Base, Destroy Fleeing Engineers, and Defeat the Spiderbot. The first objective can wait until the other two have been dealt with.

GET GROUND UNITS AT THE QUANTUM GATE

Before the timer reaches zero, move a large number of ground units (most easily, the Amphibious Tanks) around the Quantum Gate area to prepare for the next objective.



DESTROY FLEEING ENGINEERS

Your Artillery Installation near the Quantum Gate will begin softening Brackman's shielded base. It's a small base, but has a concentrated number of Anti-Air Turrets and Point Defense guns. Soon, escaping T3 Engineers will try to make a run from the base to the Quantum Gate, not too far away to the west. Select all your Gunships to begin defeating these units and have your Amphibious Tanks between them and the Quantum Gate, because the Gunships are going to be needed elsewhere shortly.





DEFEAT THE SPIDERBOT





The T3 Engineers had a great escape plane. They built a T4 Spiderbot and set it free to create a diversion, which they hoped would allow them to get to the Quantum Gate. Have all your forces (except those finishing off the fleeing Engineers) attack this monster as it heads north for your base. Your naval units and a hoard of Gunships should be able to take it out before it crosses the north river to your base.

DESTROY BRACKMAN'S BASE

After stopping the fleeing Engineers and their Spiderbot, you can concentrate your full efforts on Brackman's base in the southeast corner of the map. With the Artillery Installation nearby and the undivided attention of all your units on the map, taking out this base will be effortless. Once the shields are down, just concentrate all your firepower on the target Cybran Science Lab.

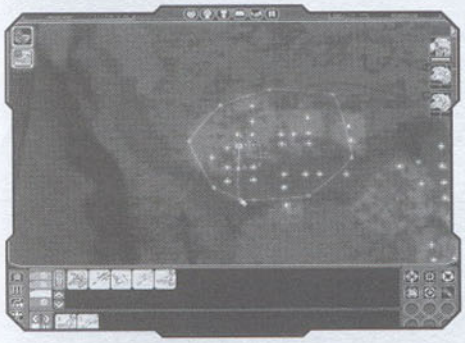


OPERATION FORGE

The final Black Sun components are being readied on Pisces IV. You must ensure that those components reach Earth. The Pisces Gate has been isolated from the Network and the techs assure that it'll work. In this mission, you begin with a series of small bases with a working economy that can support a little growth and troop build up.



DEFEND THE CITY

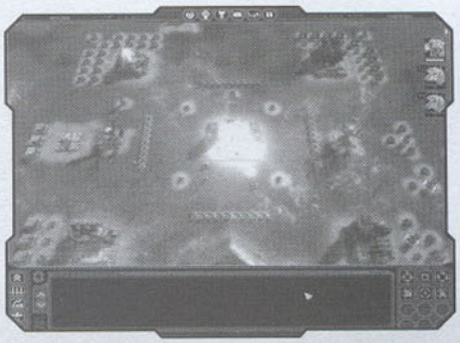


At least 90% of the city must survive intact—all those buildings that are highlighted and circled around your bases. These are civilian structures. They appear as blue squares when you pull the camera all the way back.

PROTECT AT LEAST TWO OF THE RESEARCH FACILITIES

Your primary objective is to protect the Research Facilities. You are successful if you save two of the three facilities. Your ACU is placed in the biggest base, the only one without a Research Facility.

The large base where you begin the mission has two Land Factories and an Air Factory right in the middle is a Quantum Gate. The other three bases have only one factory each. Two have Land Factories and the base in the northwest has an Air Factory. You begin with two T2 Engineers and seven T3 Engineers divided between the four bases. This is not enough. Each base has two T3 Siege Assault Bots, two T2 Mobile Missile Launchers, and two T2 Mobile AA Flack Artillery units.



The first thing to do is have the T3 Engineers in the three smaller bases construct Heavy Shield Generators over their Black Sun Research facilities (highlighted in blue and circled in yellow). Have all factories build 10 Engineers and then set up patrol routes around each base from each factory. Start by building some quick T1 and T2 troops to get some boots on the ground. Concentrate mostly on air defense at first. Have Engineers at each base construct T2 Point Defenses (more than what is provided already) and some Air Cleaners while supporting the Factories to build more quickly.





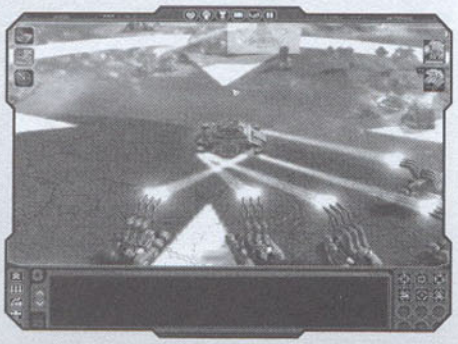


After getting some boots on the ground, begin constructing tons of T3 Siege Assault Bots (they are almost unstoppable in large groups with shields turned on), but make sure to have plenty of Mobile AA Flack Artillery. To travel with these units, bring along a bunch of T2 Mobile Shield Field Systems, Gunships, and Bombers. Most enemy attacks will come by air. Your shields and base defenses behind the shields will hold off the ground forces for a while—until later in the game when they come in greater numbers. By then, though, you should have a huge army of Mobile AA and Siege Bots.

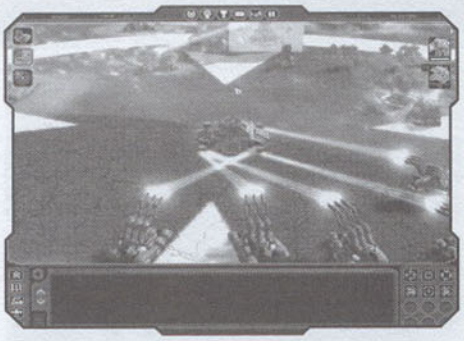
Construct T3 Power Generators and T3 Fabricators as needed. Upgrade your ACU's Resource Allocation as soon as possible to help with the economy.

DEPLOY TWO STRATEGIC MISSILE DEFENSES

The enemy launches a nuke early in the game, but as expected, it is shot down since you do not have access to build Strategic Missile Defense yet. After this attack, you get the schematics to build the Strategic Missile Defense. There are three bases with large yellow arrow markers. Why not build three Strategic Missile Defense systems? You are only required to save two of the Research Facilities, but do your best to save them all, including all the civilian buildings around them. If all of your Engineers are busy doing other important things, build more Engineers for this objective.



Have five or more Engineers building one Strategic Missile Defense system in the yellow arrow areas. Make sure your economy is running so it won't take them longer than usual to build these. Have 10 or more Engineers on each if possible. Once they are built, quickly click on them and then right-click on the "Build Missile" button in the command menu. Have all the Engineers around assist the Strategic Missile Defense systems to build the missiles quickly. When the enemy launches the nukes, your missiles launch automatically to hit the missile in the air before it does damage.





If you hear nukes in the air and you know you do not have the system up yet or do not have a missile built, pull all your troops out of that base quickly.

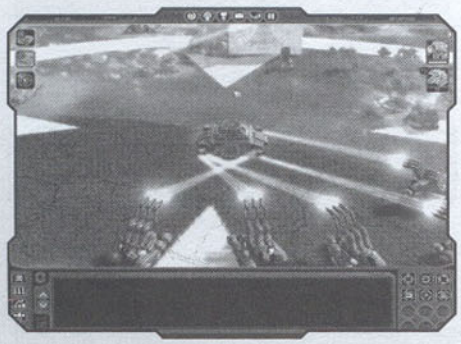
DESTROY ARNOLD'S STRATEGIC MISSILE LAUNCHERS

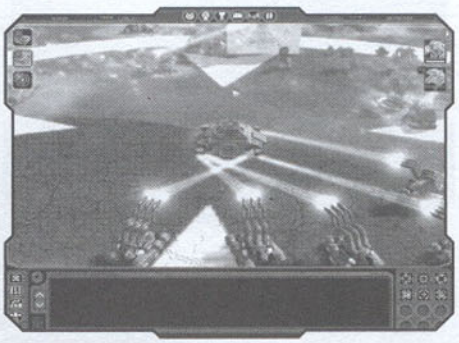
After this attack, Arnold's Strategic Missile Launchers appear on screen—the green squares with yellow outlines to the east and southeast. Take all your troops from each base and move them using Shift Move queues all the way to the east just above the southeast enemy base. You'll meet resistance along the way, but they'll be no match for your army. Your bases will be safe, as any attack that could happen is going to be met along the way.

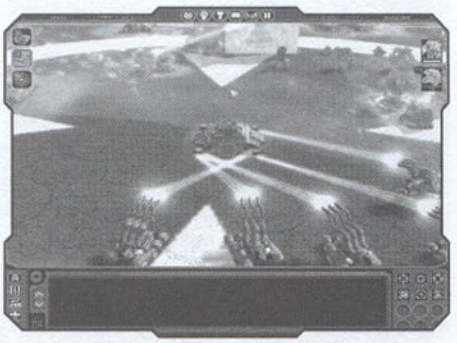




Move the entire force to the southeast corner. Once everyone is huddled together, move into Arnold's base through the backdoor. Use a move queue to get around the Wall Sections and set a patrol inside the base to spread everyone out to do the most damage in the shortest amount of time. You could try to have your Mobile Missile Launchers soften up the defenses, but the enemy artillery in the base has just as much range as they do, if not better. Just move in and overwhelm. The base will be yours in moments.







Move all these troops to the smaller base to the northeast where the second Strategic Missile Launcher is located. If your army is still strong, this tiny base will not be able to hold you back.



DESTROY THE CYBRAN'S LONG-RANGE HEAVY ARTILLERY

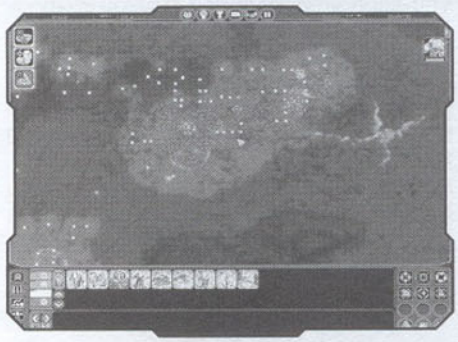


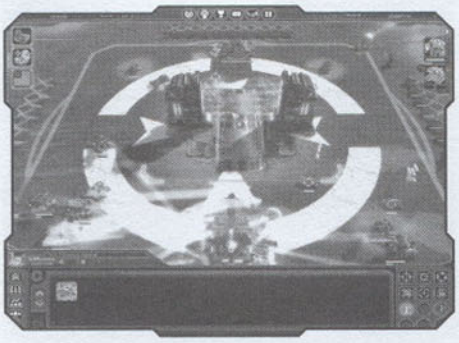


After taking out the Strategic Missile Launchers enemy bases to the northeast and southwest begin firing Heavy Artillery Installations at your bases within range. Make sure that you have Heavy Shields in place to block these attacks.

Unless you have scouts out, you won't see the distant bases through the fog of war, but you can see the yellow Artillery targets. Make a load of Gunships and use them to specifically target the enemy Artillery Installations. Take them out quickly and fly away, leaving the small bases intact to pummel with nukes later.

ESCORT BLACK SUN COMPONENT TRUCKS TO QUANTUM GATE





After taking out the Artillery Installations, Black Sun Component trucks appear in one of your remaining research facility bases and must be escorted to the Quantum Gate in your main base. Be prepared for aerial assaults at this time. Make sure your Heavy Shields are operational. Have your troops between these two bases patrol the route the trucks will be driving. Move them just after an aerial assault is foiled. Move them into the Quantum Gate. After moving the first group, another will appear at another base. Repeat the same procedures.

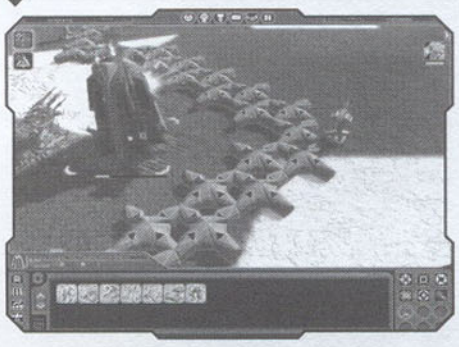
Strategic Missile Launchers Available

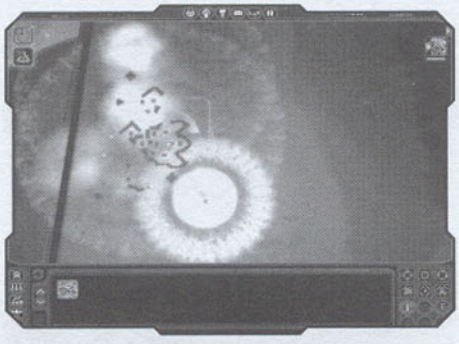
You can also build Strategic Missile Launchers now. Since established bases usually have one Strategic Missile Defense system, we suggest you build two Strategic Missile Launchers to outnumber their defense missiles. They can't block them all! These structures take loads of Energy and Mass. Make sure you build more generators and fabricators. Have a Mass Extractor in every available Mass Deposit. Have all available Engineers and your ACU working on building these launchers. Afterward, set the order to build the missiles and have all available Engineers and your ACU assisting the building of the missiles. Begin bombarding all the bases around you.



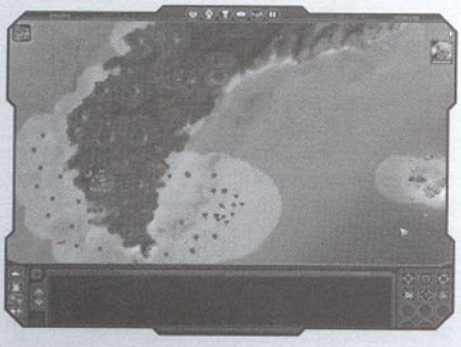


DESTROY ALL FIVE CYBRAN BASES





You can move your ACU into the Quantum Gate any time after moving the Black Sun Component Trucks through. Or you can complete the side objective of destroying all the enemy bases. Build up five nukes in two launchers, then point and click on each of the yellow base targets around the map. Aim for the areas around the target and inside it to make sure you get all structures. The smaller bases to the north most likely cannot defend one missile attack; however, the large base to the southwest has one missile defense system. You could take some rogue group down there to destroy that system and then nuke them without being blocked. There's also a large base to the south, but that one does not have to be destroyed, unless you want to continue the nuking fun.



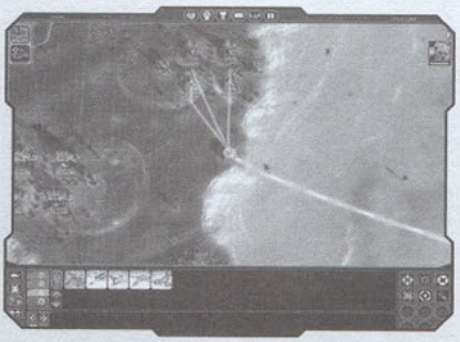


The Aeon army is closing in on all fronts and the Cybran sleeper cells here on Earth have become active, inciting riots across the entire planet. It's getting ugly, and it's going to get worse. The Black Sun facility is on the island of Ni'ihua in the Hawaiian chain. Protect Black Sun during its final stages of completion. Another ACU, Captain Aiko, is located at the facility and is there to assist you with whatever tasks you give her.

Initial Preparations

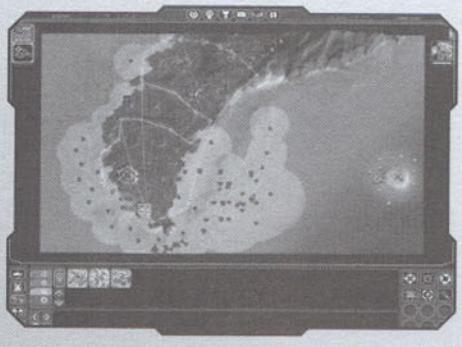
The UEF base is fully operational and most structures and units are at a Tech level three already. When you get a chance, look closely at what is already constructed. There are a few Strategic and Tactical Missile Defense Systems, as well as a few Tactical Missile Launchers. All of these must be set to auto build their missiles ASAP.

Before ordering fighting units from any Factory, order about five T3 Engineers from each of the factories (four Land, four Air, and three Naval Factories). Once these are built, have a couple of Engineers assist each of the factories as you order your fighting units.









Early in the mission, construct more Anti-Air Turrets and pepper them throughout the base. Build Power Generators and Mass Fabricators as close to Black Sun as you can; you may lose control over the northern half of the island near the end of the mission. Set patrol paths for your (already built) four Air Factories and Land Factories. Since you're on an island, you do not need many ground-only attacking units, but you will later. Order multiple Anti-Air land units and Siege Assault Bots. Enemy transports will try to drop off tanks and the like on your island. Build T3 Gunships and fewer Strategic Bombers and have them patrol the entire island, including a flight path over the Naval Factories.

Build T2 Torpedo Launchers in groups of two or three surrounded by Air Cleaners to keep the enemy air units from taking out the Torpedo Launchers. Build a defensive wall east of your Naval Factories. Make about four to five of these defensive clusters and have a couple of Engineers patrol to repair this line of weapons.

Upgrade your ACU's shields and weapons and take advantage of the Resource Allocation upgrade. Perform the same upgrades on Captain Aiko's ACU. Keep them protected under a Shield Generator.





BLACK SUN MUST BE PROTECTED



This objective is an ongoing task. If at any time Black Sun is destroyed, the mission is failed. Build Shield Generators early on around Black Sun to help protect it. Place four around it to give it complete coverage. Also work on placing more Air Cleaners under the shields with Black Sun. Place more T2 Point Defense on its north side. Things will get nutty after you take out the island base to the southeast and you will be forced to pull your troops back to the south side of your island to protect Black Sun with everything you've got. As soon as you can, build a Quantum Gate and summon at least 20 Support Commanders for the final stages of Black Sun's completion.

RECOVER THE LAST COMPONENT

Black Sun cannot be completed until the last component has been recovered. It crash lands on a small island to the east at the beginning of the mission. Aeon navy and air surround this island. Pull all of your air units from that island as soon as you have control so they are not wasted needlessly. Pull all the transports to a location under a shield on your island. Return to overtake those forces once you have a force of T3 Gunships, Subs, Cruisers, and Destroyers. You do not have to complete this objective in a set amount of time, so build up your base and troops before moving in.





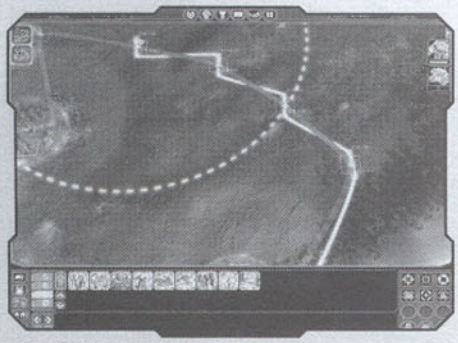
Consider building a second Strategic Missile Defense system before completing this objective. When you start attacking the southeast Aeon island, Strategic missiles will begin to fly.

Use a transport to pick up and deliver the component from the island once you have cleared the enemy from the vicinity. The transport is invulnerable while carrying the component.





DESTROY THE AEON COMMANDER'S ISLAND BASE









Create a defensive wall using Shield Generators, Air Cleaners, and T2 Point Defense at the far north side of your base. Nonstop Cybran (red highlighted units) aerial attacks occur here. They attempt to keep whatever defensive line you have there softened in preparations for a large ground assault. This will occur after you destroy the Aeon Commander's island base to the southeast.

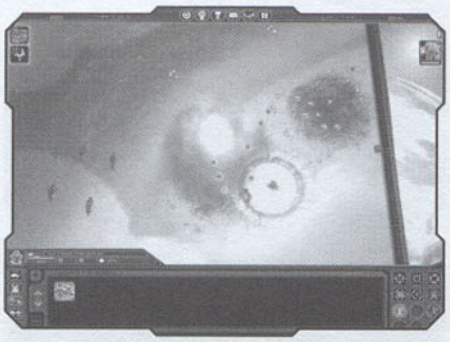
Make sure that all your preparations for a large northerly ground and air attack are in place before you completely take out the Aeon Commander's island base. Also, before you take out the island base, move some Destroyers and Subs to the lagoon on the west side of you island to be ready for some naval attacks.

Build a Strategic Missile Launcher and the required T3 Power Generators and Mass Fabricators required to build and run it. Build this stuff west of your Land Factories, south of Black Sun. Place a bunch of Engineers and your two ACUs to assist the building of missiles. Begin firing attacks of five missiles at a time to try to slip one through the Aeon island base's missile defense. Once you get one to hit, move a large number of Gunships into the devastated region and patrol the area to further damage it.

Move a couple of T3 Battleships just far enough away from the island to remain safe from artillery and torpedoes then, pummel the base with shells. Assist these Battleships with Subs and air support. Once one nuke hits, it's more likely that the following nukes will land. So, quickly build more nukes and target different areas of the island.

Once all the units on this island and the defenses in the water around this island are destroyed, this objective is complete… and all hell breaks loose on your island! Be prepared to just survive it. Make sure all your Tactical Missile Launchers are completely stocked with missiles (if you haven't found them, look under the Shield Generators that were in place when you started the mission). Any T3 Subs you have should have nukes constructed and ready to go at a moment's notice. Keep Engineers assisting your Strategic Missile Launcher to have all five nukes ready to go.

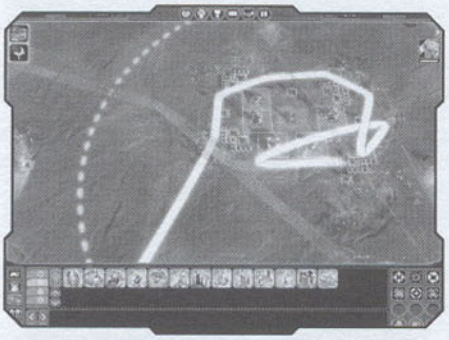


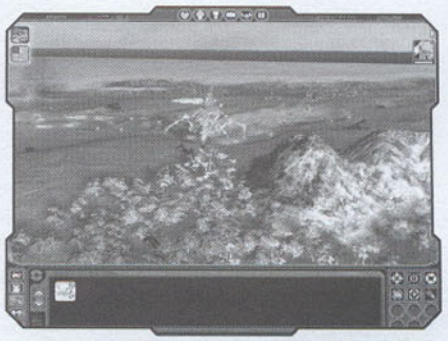




DEFEAT THE CYBRAN ATTACK

The first wave of Cybran attacks comes just north of your island's northern defenses. The Cybran are attempting to take over the Black Sun Control Tower. This is the structure in the middle of the island under a Shield Generator, more toward your northern line of defense. It's best to have some additional Air Cleaners and T2 Point Defense around this structure, which helps repel the invasion and capture attempts. If the Cybran do take the structure, you must take it back with your own Engineers.

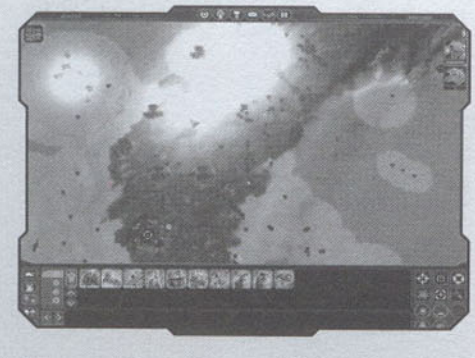


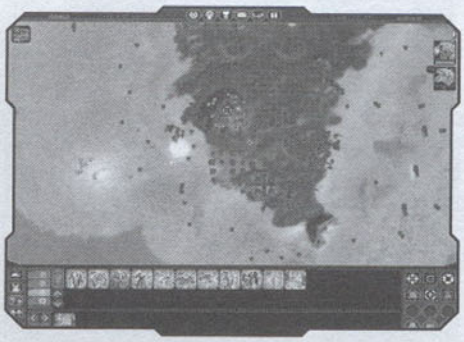


The attack and capture attempt comes in the form of four Monkeylord Spiderbots and Assault Bots, the former being the biggest problem. As you fight these large T4 Experimental Units, the Cybran Engineers try to slip undetected through the battle and capture the Black Sun Control Tower. The attacking force appears from the north as they push their way south toward the tower.

Use Tactical Missiles from all the surrounding defensive outposts to pummel the Spiderbots with damaging blows. Call all of your Gunships and order an attack queue from one Monkeylord to the next closest one. Bring all of your T3 Siege Assault Bots to the battle. You can prevent the takeover.







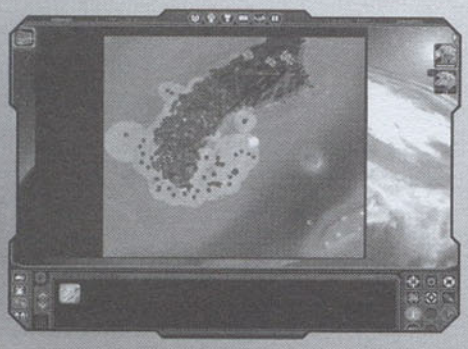
About this time, you may lose some defensive northern posts due to Strategic Missiles. That's why it's good to have a second Strategic Missile Launcher built and stocked full of missiles before this happens. Shield Generators help keep them safe. Consider pulling your troops together to protect Black Sun. Pull your air patrol routes more to the south; that is, if you have lost your northern front line of defense. If not, then continue to offer the north line air support.

Subs and Destroyers and Attack Boats begin appearing on the side of the island. Subs appear on the east. Keep at least three T3 Subs on the east side to fend off the naval attack. Move your smaller Subs and Destroyers to the west coast.

DEFEND BLACK SUN CONTINUED...

If you drag your mouse above the objective in the top-left corner, you will see how close Black Sun is to firing. At around 15%, a Cybran and Aeon aerial attack occurs from all directions, as well as a small naval attack on the east side. As soon as this attack is repelled, a very large and slow moving ground force appears to the extreme north of the island. Select each of your nuke firing platforms (Launchers and Subs) and start aiming and firing all your nukes at this army.

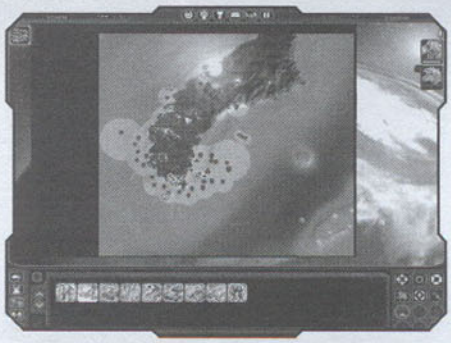
Target the area in front of them so that the troops will have walked into the target zone when the nukes land. You can take out just about all of these troops this way. Most likely, 10% of them will make it through.





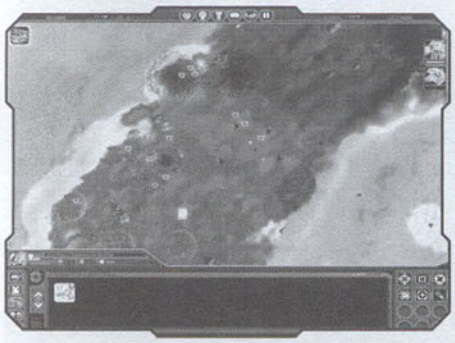


There are Monkeylord Spiderbots among these troops. Look for the round red icon from a far off camera zoom. This represents Cybran T4 Units. Move all your heavy troops forward after the nuking has ended to meet them head on. Select all troops and target the Spiderbots first. Use whatever Tactical Missiles you have left once the enemy is inside your base.

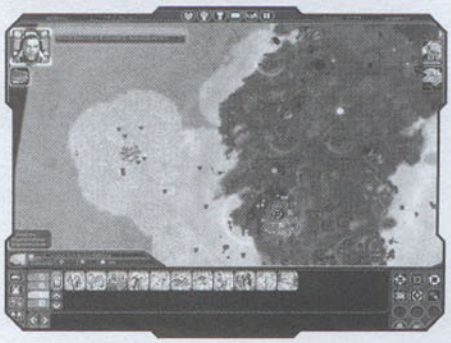


The next attack comes from the same direction, but is much worse—a couple of Soul Ripper Gunships. Move your Support Commanders and Gunships in for the kill.

When Black Sun is around 70% ready, a large Tempest Submersible Battleship appears just off the west coast. Attack this with Gunships as soon as possible. You don't want this monster firing its Oblivion Cannon.







DEFEAT ARNOLD AND HIS ASSAULT GROUP





At 80% completion, a large force is seen approaching your island from the northwest. This is it, the final big battle. Pull all of your troops together and get them between this force and Black Sun. You should have Siege Assault Bots and Support Commanders, as well as Heavy Tanks and Mobile Missile Launchers. Use whatever remaining Tactical Missiles you might have. You should have placed a few extra T2 Point Defense on the north side of Black Sun. Move your ACUs under the north shield of Black Sun as a last line of defense if all else fails.





Have all your T3 Gunships train their sights on the Czar Flying Fortress, which is the first to arrive. Just behind the Czar is Arnold himself. Have all ground troops focus on Arnold. If you followed our strategy, you should have just enough defense to take these two out with little effort and before Arnold gets too close to Black Sun. Remember that his nuclear explosion on death could destroy Black Sun if he gets too close.

CYBRAN NATION

When the UEF "enslaved" the Symbionts, Dr. Gustaf Brackman and a small band of Symbionts fled to the furthest reaches of space and formed the Cybran Nation. A fusion of man and technology, their goal is simple: free their enslaved brothers and sisters, and ensure lasting liberty for Cybrans everywhere.



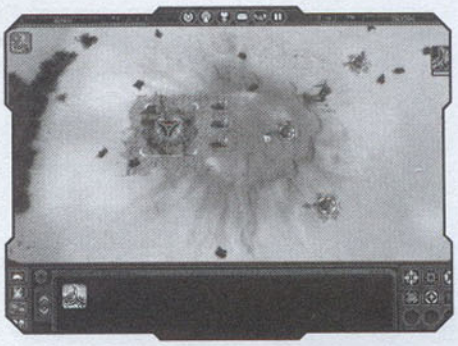
OPERATION LIBERATION

Your objective is to travel to Theban 2 and liberate the Symbiont colony in sector M13. These people have been enslaved by the UEF's loyalty programming.



BASIC OBJECTIVES

Build three Mass Extractors, three Power Generators, and then an Air Factory. Once the Air Factory is constructed, send your ACU to build more Mass Extractors on the deposits and order 10 Engineers before building anything else.



BUILD 5 BOMBERS



Have all Engineers "assist" the factory for speedy construction. You can only build Air Scouts and Bombers. Build 10 or more. Put the factory on repeat.

DEFEAT THE UEF PATROLS

Select all your Bombers and target the patrols to the south. Bombers move slowly when they haven't refueled. To speed them up again, allow them to land for a bit. Hold Shift as you target-select the enemy to set up an attack queue. Destroy the patrols made up of low tech level land units.



CAPTURE THE UEF RADAR

Once the UEF patrols are gone, move an Engineer to the Radar in the southeast. Have him capture this structure. Once this is done, the map expands and UEF Interceptors and Mass Extractors can be seen north of your base.



DESTROY THE UEF MASS REFINERIES



Add Interceptors into your Air Factory's build queue. With a patrol route widened around your base, your Interceptors will battle the UEF Interceptors. Once all the UEF Interceptors are gone, select all your Bombers and target the four UEF Mass Extractors.

DEFEAT THE UEF PATROLS

You can now build a Land Factory, Anti-Air Turrets, and Point Defenses. Build four Land Factories and the necessary Power Generators to run this many. Build Point Defenses behind a couple of walls on the east side of your base. Build Anti-Air Turrets near the wall and around your factories. Build Mass Extractors at every safe Mass deposit.

From the Land Factories, build one of everything except Land Scouts and place the factories on repeat. Set the factories to move the units to the east side of your base. Now just build up. Sit back and wait until you reach build limits. Move your air patrol route to the east to fly over your army. Enemy air patrols will be defeated without effort, as they will seek you out as you expand and your army will easily defeat them.





DEFEAT UEF OUTER DEFENSES

Once you have a massive army of mixed units, select all land units and have them move in a queue that sneaks them around the north canyon and down behind the first north UEF post. Slaughter them and move southward with only destruction in your wake. In the madness, you can use your Bombers to target the turrets; they'll be so overpowered that you'll only lose a few. Once all is decimated, the map expands, revealing a larger base to the east behind the previous one.



DEFEAT SYMBIONT GUARDS



Gather your troops and, this time, attack from the south, moving north through the new UEF base. There are units behind the structures further east. Use your Bombers to help take these out. Move your Interceptors in to destroy any UEF air support. The Symbionts are near the middle of the base. You'll just walk right over them. Use attack queues to take out the Anti-Air and Point Defense guns first, and then target land units.

DESTROY THE UEF BASE

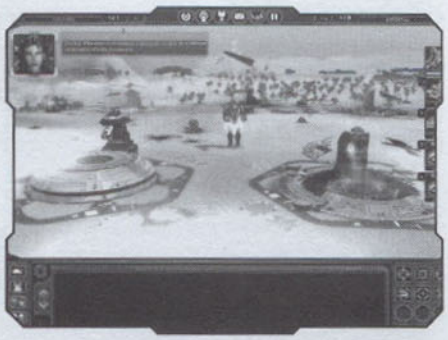
Push northward and have all troops air and land attack the Land Factory and surrounding defense guns in the final post. Once this area is flattened, the map expands one final time.



DEFEAT THE AEON COMMANDER

The Aeon base appears in the lower-central portion of the map. Allow your base to reach build limits one more time before you move everything in for the kill. Air Transports are available for building now, but you won't need them if your army is massive. Select all troops and order them to move to the middle of the base. It takes just a matter of minutes before you've pushed past their defenses and are overpowering their stronghold. The Aeon Commander shows herself soon. Once she does, select all units to target only the enemy ACU. Select all Bombers to drop bombs. The enemy Commander will not live long after this.





OPERATION ARTIFACT

This is the hardest second mission in the game, so we hope you aren't starting your Supreme Commander experience with the Cybran race. Orionis is an Aeon planet. You will gate into the middle of an Aeon Temple complex. There's no return gate, so Mach accompanies you. He constructs a return gate as you find, protect, and secure the Serephim tech pieces for pick up.



CLEAR VILLAGE OF AEON UNITS



In the beginning of the mission, you see ACU Mach head southeast to construct the return gate. You are warned that your units won't automatically attack the temples since you don't register them as a threat. You must select your units and force an attack by selecting the "attack" command and clicking on the temple. You can queue forced attacks on multiple structures.

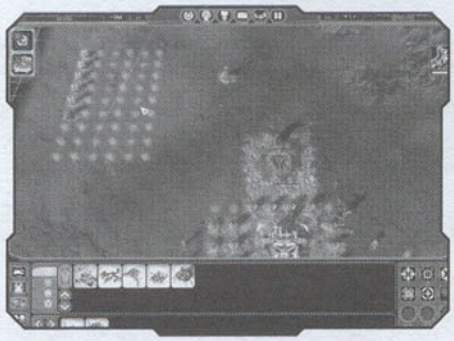
Base Building

It's essential to build a very strong base before attacking any temples. Once you attack them, the enemy counterattacks come on like gangbusters. Build a couple of extractors, a pair of Power Generators, and then a Land Factory. Build Engineers, more extractors, more Energy, and another Land Factory. Then build more Engineers and send them to support your ACU and fill all the nearby deposits with extractors. Build a wall with a couple exits to the north and east, but not so close to the enemy to the north that you trigger an attack. Build Point Defense and Anti-Air Turrets behind the wall. Place T2 Turrets and Anti-Air Guns as you upgrade your technology. You will be attacked from the sky often.





Build two Air Factories and hold off on the naval until you have built about six Torpedo Launchers. As soon as you build naval units, enemy naval units will begin to attack. Scatter anti-air throughout your base. Have ground and air patrol routes patrol the interior of your base. Have air patrols reach a little further west and east, but don't fly above your north wall so you don't attack the enemy to the north.





Once you have a large assortment of all units and have two Land and Air Factories, begin upgrading to T2 Land Factories. Build a Power Generator and Mass Extractor farm to the far west. Place some Anti-Air Turrets around the economy farm.

Now move your patrol routes out of your base to cover the north temples. Your army will quickly eliminate the enemy there.

DESTROY TEMPLE TO FIND TECH



Force-attack the highlighted temple to the northeast. A small Seraphim Orb emerges from the destroyed temple. This must be guarded.

GUARD THE FIRST PIECE OF SERAPHIM ORB

Have all nearby units, land and air-attacking, "assist" the Seraphim orb. Soon, a transport aircraft drops an Engineer that extracts the data it needs and then leaves. The units must be protected while this is happening. Once done, the objective is complete.



SEARCH SURROUNDING TEMPLES FOR MORE TECH



Move an army north to the next highlighted temple and repeat the same procedure. Move an army to the southeast corner of the map, find and destroy the enemy and the temple, then guard the Seraphim if found there.

DEFEAT AEON REINFORCEMENTS

The Aeon Commander sends units to protect the second Seraphim. If you are overpowered, the Aeon do not destroy the orb; you must simply send in more troops and retake control of the Seraphim and then guard it.

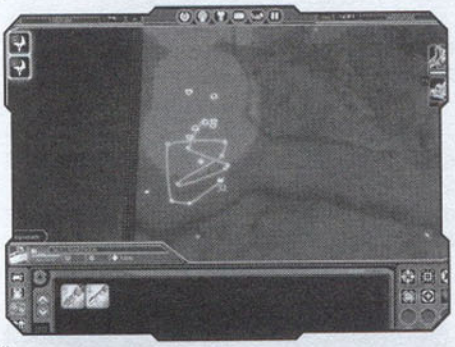


GUARD THE SECOND PIECE OF SERAPHIM ORB

Defend the Seraphim orb until the transport and Engineer arrive and get what they need. Once Mach recovers the second Seraphim, the map expands and two new objectives are given: "Destroy Eastern Aeon Base and Recover its Tech" and "Destroy Southern Aeon Base."



DESTROY SOUTHERN AEON NAVAL BASE



Move your fleet of mixed naval units south and set an attack queue to take out the most threatening targets before destroying factories and structures. Bring in air support, especially bombers. It's a small base and easily taken.

DESTROY EASTERN AEON BASE AND RECOVER ITS TECH

Move your large fleet of various naval vessels to the east shoreline of the eastern Aeon Base and have them concentrate on threatening targets. Do not destroy the temple until you can easily guard the Seraphim. Move an overwhelming number of land units to the east and begin taking out defenses and enemy units. Move your air patrol routes over this Aeon base and attack it from all sides. Soon, but not easily, you will destroy the base. There are many enemy units here and they may push back. If so, allow them to chase you back to your base so that your T2 Point Defense will mow 'em down.





GUARD THE THIRD PIECE OF SERAPHIM ORB

Force-attack the temple in the eastern Aeon base. The third and final Seraphim Orb emerges. Guard it until Mach's Engineer extracts the tech. Build Mass Extractors in the south naval base area, then build an Air Factory and set the patrol route to cover the southern section of the map so you have air superiority over the entire west side of the map. If you keep anti-air naval vessels still and throughout the river, they too will help defend the skies and create an invisible defensive wall that the enemy will be hard pressed to get through. Soon they will try to get ground units in your base using transports. The map expands to reveal a base to the southeast (lower-right corner) and to the northeast (top-right corner).





DEFEAT MACH

The Seraphim Orb has somehow corrupted Mach. You must kill Mach, then move to the Gate. Mach is in the southeastern base. The Aeon Commander is in the northeastern base. We suggest sending a large group of naval vessels to the end of the river in the north to keep the Aeon Commander busy. They will maintain steady fire on his base. Keep a line of anti-air vessels along the entire river and adjust your air patrols to help protect them.

Build around 20 or more transports and load them up with Mobile Shield Generators, T2 Rhinos and Bangers, T1 Sky Slammers, Medusas, and Mantises. Set a move queue so the transports stay away from Anti-Air Turrets. Move them south and then east along the bottom edge of the map. Drop the cargo off in the lower-right corner of the map, behind Mach's base. After you queue the transport command, you must continue to hold Shift and order the transports to move out the way they came and then back to the base so they don't fly over the enemy base and get shot down.



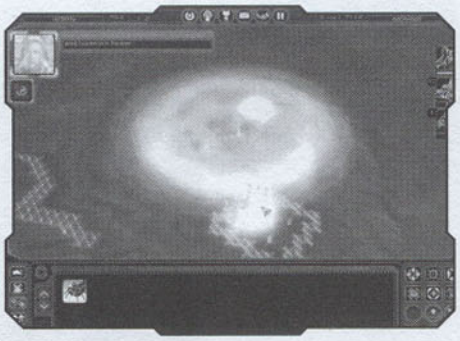




Move a large army using multiple drops, then move this army north to the backside of Mach's base. Take out the Power Generator farms to slow his production, then proceed north and do your best to destroy the three walled-up Point Defense and Anti-Air Turret posts. This will cost you lives, but after taking these out, you can get air support to follow the same route and begin softening the resistance at the base.

The base is a maze of walls; you will learn the advantage of this when you start trying to eliminate the guns behind the walls. Take out as many guns as you can. You'll find Mach near the factories in the northern section of the base. Target him. Bring in more troops and rain bombs from above until he is defeated.





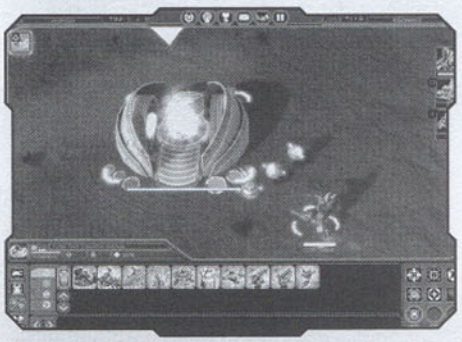


DEFEAT THE AEON COMMANDER

This strategy of attacking the southern base first spares the many lives you would lose trying to take out the northern base. This is because the Aeon Commander often leaves the northern base to support the Mach fight to the south. You'll most likely defeat this commander while she is unprotected on the move or before she enters the southern base (if your force there is strong). Keep flights moving between the bases to spot this movement or extend your flight patrol to include a thin area between the north and south base.



MOVE YOUR COMMANDER TO THE GATE



Transport your Commander to the Quantum Gate (that you discovered is indestructible) behind Mach's base. Step into the gate to end the mission successfully.

OPERATION DEFRAG

Your first priority is to defend York18 west across the river from your starting position. The civilians there must be safe before Dr. Brackman will leave the planet. You must also guard the Quantum Gate; it's the only evacuation point.



DEFEND YORK18





Building up your base is going to be slow going at the beginning of this mission; you'll be struggling for Energy and mass. As soon as you have control, drag out the existing flight patrol over your base to extend to the west over York18. The location to which you extend this patrol is critical. You cannot needlessly waste these Bombers. Pull out the route so that Bombers only attack the tanks to the west of York18. Do not extend it out far enough that your Bombers fly near the west or northwest base; they will be annihilated. Once York18 is safe, pull the patrol route back to circle your base.

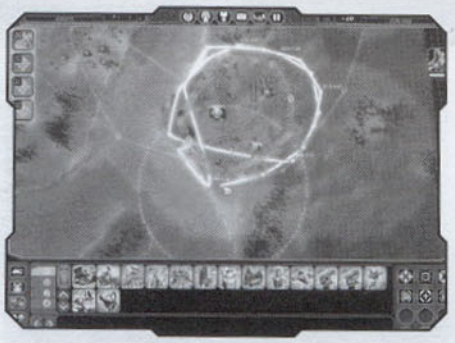
Defend the Quantum Gate

All the while, you should be building two Mass Extractors, a couple of generators, and then a Land Factory. Build about five Engineers before getting some anti-air units on the ground. You will be attacked by land and air early on. Your existing Point Defense will help a little. Assist your ACU in building Energy. Get another Engineer building Mass Extractors and the others building an Anti-Air Turret near the western shore beside the Quantum Gate. Have your mixed land units circle the small base.



Build an Air Factory next. Have Bombers and Interceptors circle the base. Continue to build Power Generators and begin a farm of generators and fabricators further to the east. Begin building more Anti-Air Turrets surrounding the base, as well as Point Defense guns.

You have access to T2 Technology in the beginning of the game, but you should wait on that until your base is defended. Also, move a free Engineer to York18 to place more Point Defense and Anti-Air Turrets throughout. There's a T2 Tank (the Wagner) that's amphibious that fires torpedoes when in the water, but launches normal shells when on land. The key being it's amphibious. This will be your most valuable unit on this watery map.





DEFEAT THE NORTHWESTERN BASE

The northwestern base is the first you should attack. This will give you control of the entire east side of the river. Build and bring Medusas. These T1 light artillery units are awesome for their destructive power at long range. Bring Light Tanks and Wagners and give them air support. Once close to the base, set an attack queue on the threatening targets, then demolish the base (or capture the Land Factory, as we suggest building one there anyway). With the east coast in your control, build Anti-Air Turrets along the shore of the river. Place some Point Defense there as well and place a few guns around your new Land Factory.

Build a second Air Factory and a Naval Factory. Move land patrol routes to include the entire shoreline. Do the same for your air patrol routes. Fill all deposits with extractors and continue building your Power Generator and Fabricator farm. Defend it with gun installments. Upgrade your Factories to T2. Build T2 Engineers. Build new T2 Turrets and place T2 Point Defense along the front of York18. These guns will begin shooting at the nearby bases. Place some Frigates east of the northwest base; they'll fire on the base. Build a T2 Point Defense on the shoreline east of the north base. This will start shooting units and structures inside the base, softening it up.





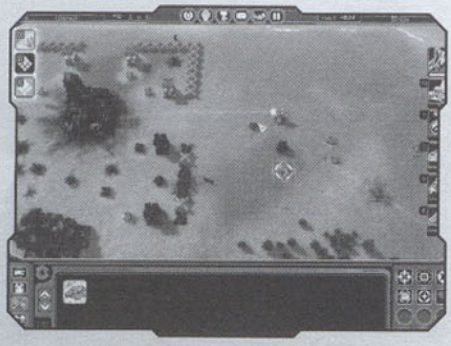
DEFEAT WESTERN BASE

With your Land Factories at T2 tech, build a mixture of all T2 units, as well as continuing construction of Wagners. Build Air Transports so you can move Medusas across the river. Plant a pile of Medusas south of the western base assisted by anti-air units and Wagners. They'll start attacking the surrounding land units and then start targeting the base as you move them up closer. Once the base is softened, move a hoard of Wagners in and give them air support using bombers (you can pull your air route over the base).





DEFEAT THE NORTHWESTERN BASE





If you built a T2 Point Defense at this base's east side, build another at one of the east doorways. Let it mess stuff up, then leave it or move in your troops that took out the western base to finish it off more quickly. Once all three bases have been flattened, the map expands and more objectives are given. You must continue to defend the Quantum Gate at your base, defeat two UEF Artillery Positions, and defeat the UEF Cruiser.

DEFEAT UEF ARTILLERY POSITIONS

Extend your flight paths to the newly revealed eastern riverbank. The nearest UEF Artillery Position is just northwest of Dr. Brackman's shielded bunker. He is currently under fire from this artillery unit. Extend all your land patrol routes to include this Artillery Position. Send Bombers in to finish off the artillery once your land units have taken out the Anti-Air Turrets around the artillery. The second artillery installment is across the east river and should be taken out with Wagners and Bombers, since Wagners can get there quickly. Do this after taking out the Cruiser.



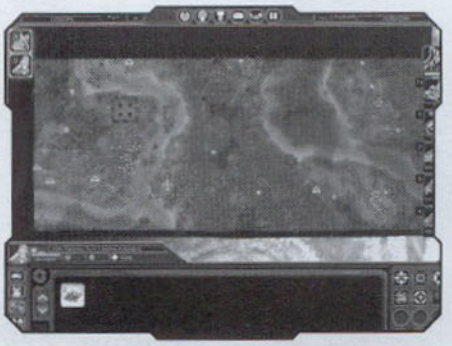


DEFEAT THE UEF CRUISER

The UEF Cruiser is in the river just north of Dr. Brackman's bunker (base). Move your tanks and mobile artillery to the shoreline and they'll start picking it apart. Move your Bombers to attack and the Cruiser will sink in seconds. With the Cruiser gone and both artillery positions destroyed, Brackman and the civilian trucks must be moved to the Quantum Gate.







ESCORT BRACKMAN'S CONVOY

The civilian trucks begin to appear in Brackman's well-defended bunker. Leave them there, under the shield until you are sure they will be safe from the trip to the gate. Enemy air units sporadically appear from the north, but if you've followed our advice, your skies will be full of Interceptors and the ground will be covered with Anti-Air Turrets.



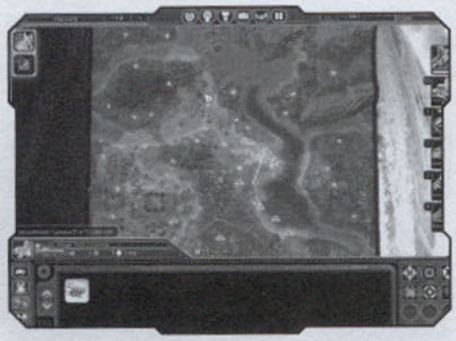




If you want to be completely sure the convoy will make it, build more Anti-Air Turrets and Point Defense along their route before you move them. The enemy will try to drop troops via transports. Select all of your Wagners and have them assist the trucks. Wait until all of the trucks arrive before moving any of them. Move them the moment after a failed air strike. Move them directly into the Quantum Gate. Once they are all in, the map expands one last time.

DESTROY THE UEF COMMANDER

Upgrade your Air Factories to T2 and add Gunships to your build queue. Extend your air and troop routes to circle the perimeter of your main island. Have an army of T2 Engineers build T2 Point Defense and Anti-Air Turrets along the northern shorelines. Move all of your naval vessels to the river north of your island. Have your Naval Factory move new vessels here when built. Move more Subs and Frigates to the rivers in the northwest to stop enemy vessels from sneaking up on the east side of your island.

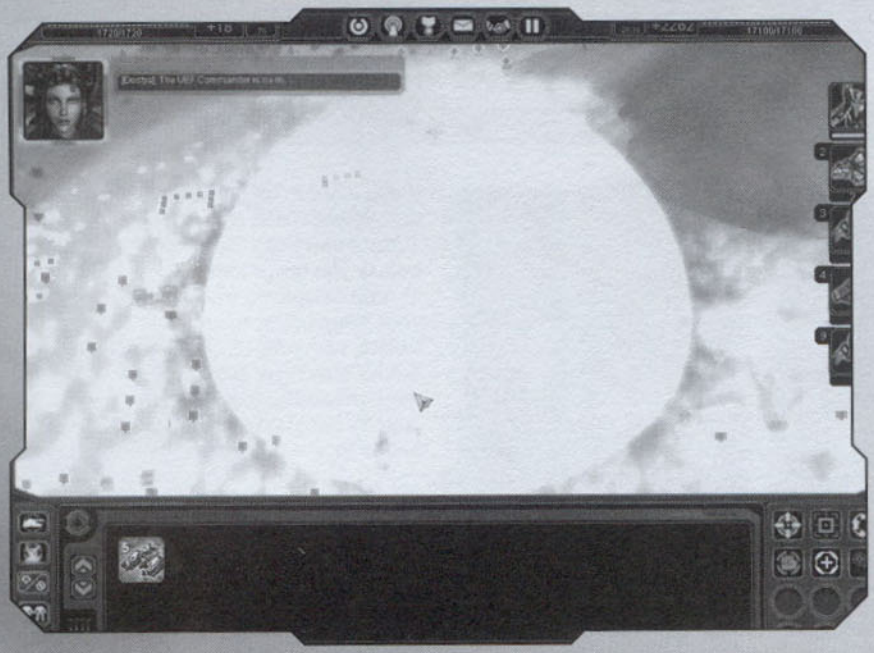








Move all your Wagners to the island to the north. The UEF base will become visible. Transport an army of Vipers and Medusas (Mobile Missile Launchers) to the southern river bank of the UEF base on the north island. Move them up just enough that they remain out of harm while raining death down on the base. After softening things up, move an army of Wagners into the base to hunt down the UEF Commander. Once visible, target only him and bring in the Gunships and Bombers to help finish him off.

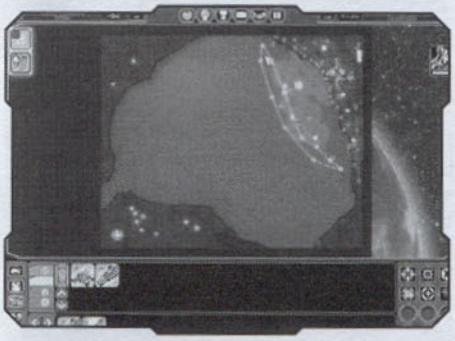


OPERATION MAINFRAME TANGO

Procyon is an out-of-the-way planet with a small population. The Aeon have landed and are establishing military operations. You cannot allow them to seize the planet. You must defeat the Aeon forces and not allow them to damage the QAI's Mainframe or secondary Processing Nodes.



DEFEAT THE AEON COMMANDER

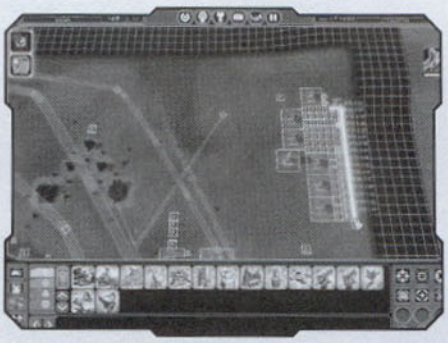




You have time to build up a base and forces before performing your first task; there's no time limit. However, you need to get your defenses up as there are multiple attacks from the west via air and naval. Your base is on the east side of a large bay. The map is cut at the top and bottom so you cannot travel by land to the other two landmasses in the northwest and southwest. The Node you need to capture and the ACU Commander you must destroy is in an Aeon base to the southwest.

Build several T2 Engineers from your two Naval Factories, one Land Factory, and one Air Factory. Have your ACU, assisted by an Engineer or two, fill the deposits with extractors, and build a line of T1 Anti-Air Turrets along the western shoreline. Build another Air Factory. Build a Generator and Fabricator farm. Have your Engineers that the Naval Factories spit out build T2 Torpedo Launchers and T2 Anti-Air Turrets in the water. Have multiple Engineers working on this to get them up quickly and build plenty of them. Have five Engineers assisting each factory. Build everything. The key units in this battle are your "walking" Destroyers, Air Transports, Viper Mobile Missile Launchers, and the amphibious Wagners.





Fly a scout to the southeast base. Find the edge of the base where you can transport Vipers and anti-air units. Build them up on this landmass before attacking the base with a small force.



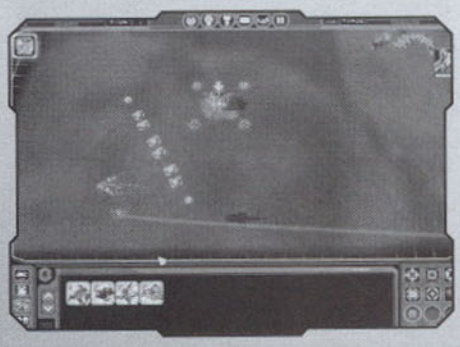




Have about 10 Destroyers move to this location. Allow the Destroyers to start walking out of the water toward the base. When they start firing and softening up the eastern defenses, move your artillery in to start bombing. When the Aeon Commander shows herself, have all units target her. Move Bombers and Gunships in to aid in his demise. The Commander teleports away to fight again later.

RECAPTURE THE NETWORK NODE

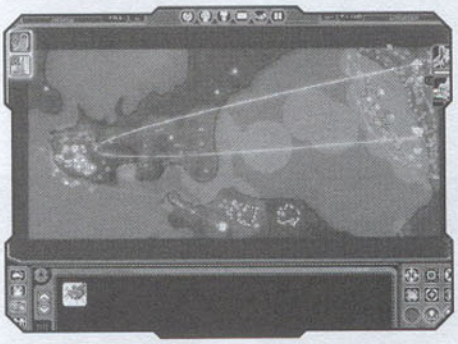
Move your walking Destroyers through the base with your other ground troops to finish off any guns that could harm your units. Fly an Engineer to the Node and have him capture it. Move the Destroyers down from the north and defeat the Aeon Naval Factories, vessels, and Torpedo Launchers. Bring in Cruisers and Subs from your base to assist.





SAVE THE NETWORK NODE AND CIVILIAN BUILDINGS

The map expands, revealing more of the west and a civilian village comes into view. It's pretty well defended with Shield Generators around its vitals—well enough to give you time to move Destroyers, Subs, and other vessels around it to lend anti-air help. Extend your air patrol routes to include this distant base. Use multiple transports to move heavy T2 units to the base to help defend. Move them under the existing shields. Move your Engineer to the Node and repair it ASAP.





DEFEND THE NODE AGAINST AEON ATTACKS





Build a Land Factory here and a few Engineers to upgrade it to T2 immediately. Build a few land units to help defend the base. Be proactive, move your vessels to the northern bay, north of the civilian base. They'll find enemy ships. Once all the attacks are repelled, the map expands one last time. More area to the north is revealed. This leaves your original base vulnerable from the north, so build a wall and some defense to the north.

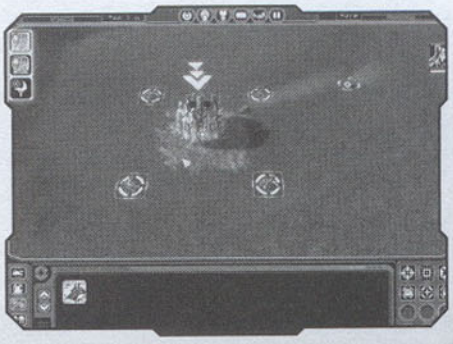
CAPTURE THE NORTHEAST NODE

Two more Nodes are visible to the northeast and northwest. The Aeon base around the mainframe is in the middle of the map. Do not attack this base or you will fail the mission. You can either muscle your way to the Nodes or sneak to them stealthily as the game messages suggest. There's a small force between your base and the northeast Node.

They have mobile shields, making it difficult for a small team to take them out. If you want to sneak to the Node, build a T2 Mobile Stealth unit and an Engineer. Put both on a transport and fly around the enemy (first scout their positions), then drop the two. Have the stealth unit "assist" the Engineer. Move the Engineer to the Node and capture it.



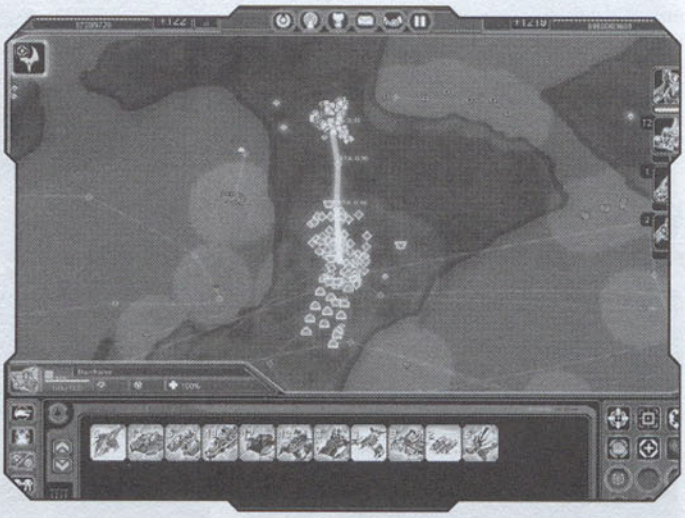




CAPTURE THE NORTHWEST NODE

It's fairly easy to clear the threat from the northwest Node. Simply park your Destroyers in the water as close to the Node as you can and they'll clear out all land and sea units. Transport your Engineer to the Node. Do not take the Node until you have assembled an army that is 30 seconds away from the Aeon base in the middle of the map. Take time to move all your Destroyers just south of the Aeon base. Transport all of your units in this spot. Amphibious units don't require transportation, so just move them to the gathering point. Capture the Node.



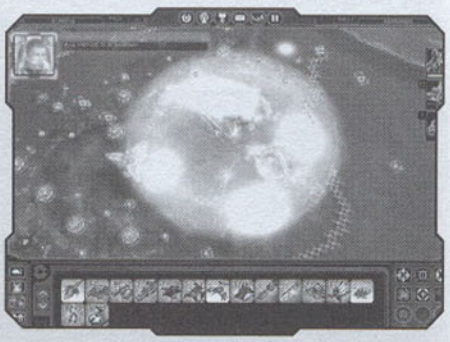


DEFEAT THE AEON COMMANDER

Thirty seconds after taking the last Node, an EMP goes off in the mainframe, which is in the Aeon base. This gives you a limited amount of time to raid the base with no resistance. Select every unit on the map and target the Aeon Commander, who enters plain sight. Moments later, and before anyone can fight back, the Commander is defeated. Having multiple Bombers and Gunships helps, as they are the fastest and the first to the scene.





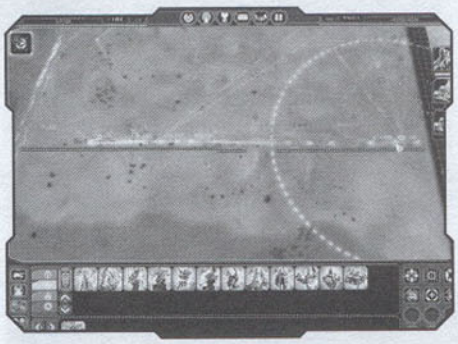


OPERATION UNLOCK

A sleeper agent, Hex5 claims to have the access codes to Black Sun. Before he will release them, you must free several of his mates from a UEF prison.



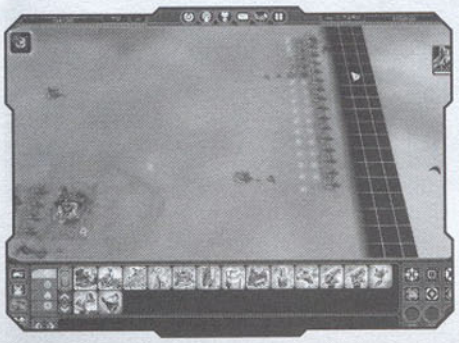
DESTROY 6 UEF POWER GENERATORS





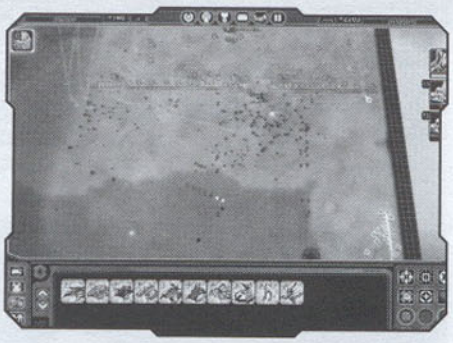
You begin this mission in the northeast corner of Pollux. The western half of the map is water, the east… a large landmass you share with the UEF. You have plenty of time to build the basics and get a wall up with defensive weapons behind it. Do not venture south or you'll trigger non-stop battles. Wait until you're ready to confront the enemy. Don't go any further south than the eleventh Mass deposit counting down from the northern edge of the map. Place your wall just beyond this eleventh deposit.

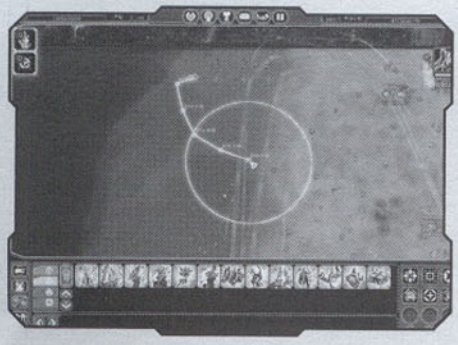
Build two Land Factories, two Air Factories, Point Defense, and anti-air all along the wall and the shoreline inside your base. Build a Generator and Fabricator farm in the top-right corner of the map—far away from any intruding enemy aircraft. Do not go naval until you have a strong air force and land army—this will only attract the large UEF navy, which is already established.



Upgrade to T2 and place Shield Generators over your defenses along your south wall. Place T2 Point Defense and T2 Air Turrets and Artillery Installments under these shields. Make sure you have plenty of Energy to keep the generators running with no outages. Have Engineers patrol this wall to make necessary repairs. Set your flight routes to circle your base and pass over this wall. Set land troops to patrol the inside wall and along the shoreline.

Upgrade to T3 and begin building naval and land units. Build three Naval Factories. Have 10 Engineers on each factory, assisting the building of units. The key units to build are T3 Trebuchets, Mobile Heavy Artillery units with an incredible range and a powerful punch; Rhinos, Heavy Tanks that should travel with the Trebuchets; Vipers, also good support for the previous two units; Bangers and Sky Slammers, mobile anti-air support for this mobile nightmare you are assembling; and Mantis, Heavy Assault Bots to take care of fast moving enemies the other units may be too slow to hit.







The key naval unit is obviously the Salem Class Destroyer. These guys are invaluable—ships that crawl on land, and deadly powerful at that. Can't go wrong there.

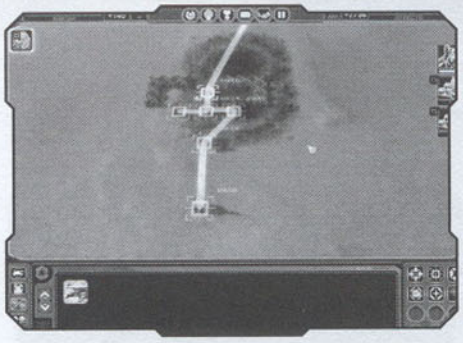
Send a scout to the south to let the enemy know you are here (if they don't know already). Allow them to destroy themselves by running into your wall of death. Your Artillery (have at least three) Installations take out any land units before they are within range to do you any harm. Your wall of Anti-Air Guns shred everything in the air and your Interceptors and Gunships finish off anything that may slip through. Allow the enemy to attack for a while before moving a large group of 20 or more Trebuchets, with all the support they need to stay safe, out of your base.

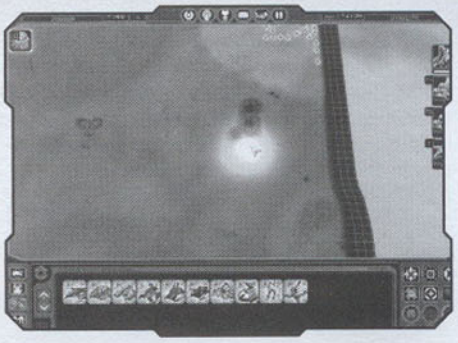
Move Together

To make a large group of assorted units move together as one strong unit, select all the units and press CTRL + ALT + SHIFT, select the command (move, attack, assist, etc.), and then click the target or destination on the map. A red line will appear, indicating they are all moving as a group at the speed of the slowest unit in your group.

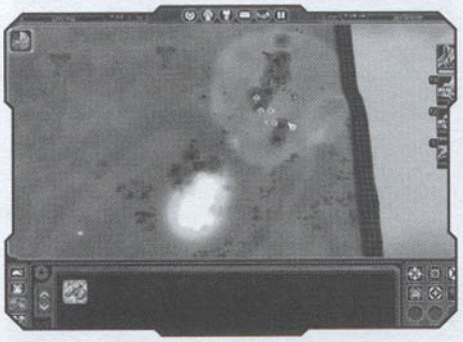


Use the tip on the previous page to move your attack unit along the right edge of the map and sneak south to the first enemy defense post. Bomb the post and continue moving south along the edge until you reach a mountainside. Stick to the side of the mountain and move to the enemy base. Target and rain artillery fire down on the first of six T3 Power Generators. Set up an attack queue to take each of the six out one at a time, working your way south. This takes out the prison shields.







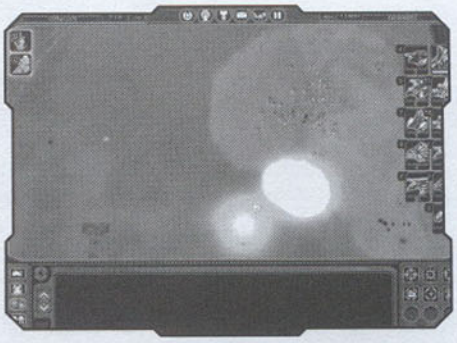


Two more objectives become available: "Destroy Omni-Sensors" and "Destroy the UEF Naval Base." You will most likely destroy one Omni-Sensors, then the naval base, before eliminating the remaining two Omni-Sensors, which are located beyond the naval base and up on the west mountain.

DESTROY 3 OMNI-SENSORS

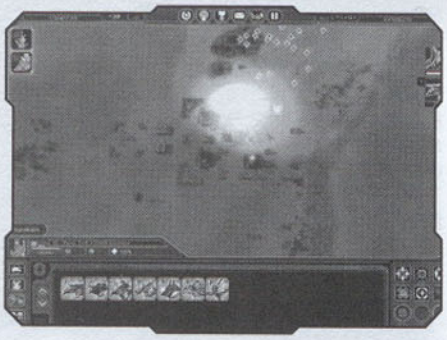
Use the same tactics and a similar artillery attack team to take out the Omni-Sensor to the south. Destroy the remaining enemy defense posts between your base and the Omni-Sensors. As you secure land between your base and the enemy (as you push the front line), readjust your flight patrol routes to include the front line so you don't lose control of the space you've secured.





Use an assorted group of naval units to begin taking out the Torpedo Launchers along the shoreline to clear the way for the Naval Base attack. Your long-range naval ships can help take out the westernmost defense post on the beach. You can reach one of the Omni-Sensors before taking out the Naval Base. You could get to the Omni-Sensor on the mountain to the west, but taking out the Naval Base first will help minimize enemy resistance.





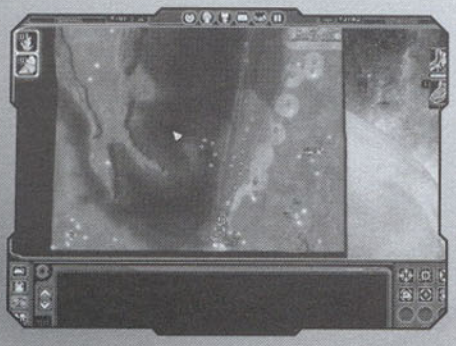


The sensors are in small bases that are shielded and well defended. With the artillery attack team and some patience, these bases will crumble. Use transports to quickly move needed units to your group as the enemy takes out the vital units from your attack squad.

DESTROY THE UEF NAVAL BASE

The base is at the south end of the river and it stands between you and the southwest Omni-Sensor. Use a similar artillery attack group to battle the base from land. Use the Siren Class Cruiser with the land-firing switch toggled. Use Salem Class Destroyers, Frigates, and Attack Submarines. Be careful with the Anti-Air Turrets under the base's shields. Dragging your patrol route over the base or the three Naval Factories could prove to be a costly mistake. When attacking the Naval Factories, place the enemy Engineers in the beginning of the target queue so they can't repair the factories as you try to destroy them.

You can try transporting some Engineers near your cluster of land units near the base and quickly build a Tactical Missile Launcher within range of the naval base. The tactical missiles will make short work of the base.

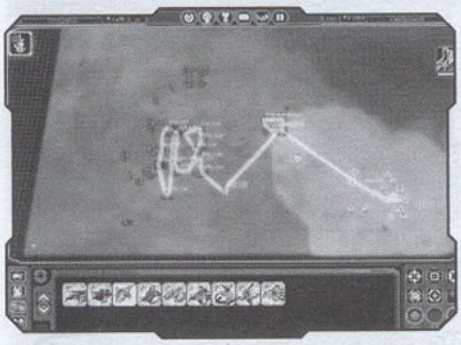






Taking Out the Southwest Omni-Sensor

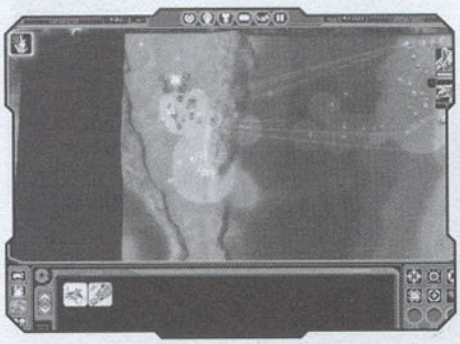
Transport your artillery team to the eastern beach of the southwest Omni-Sensor landmass (west of the naval base). Move your entire navy to the shoreline north of the sensor. Attack the base with everything you've got. Move your Salem Class Destroyers onto land to assist your artillery unit. Move your air patrol routes to cover the entire eastern half of the map and include this last sensor base to lend air support to the ground force.



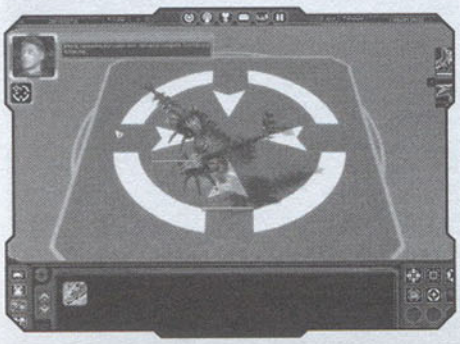


Taking Out the West Mountain Omni-Sensor

Have your Salem Class Destroyers make the long climb up the mountain. Drop your Artillery attack squad south of the remaining sensor base. Move your air patrol routes to include the outlying areas of this base to protect your attacking units from enemy aircraft. Give your walking Destroyers time and they'll take the base—sooner or later.



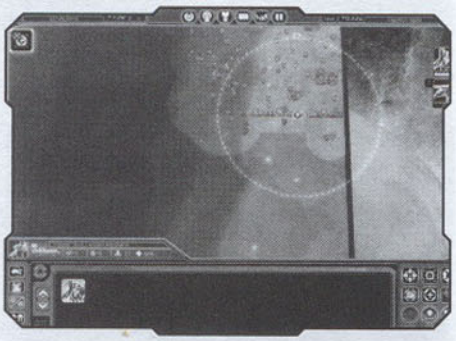

REACH HEX5 WITH YOUR COMMANDER

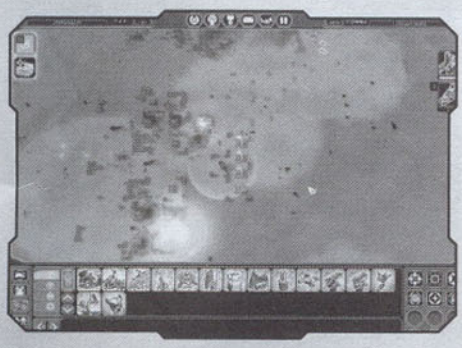
Before transporting your ACU to the indicated target area on the map to meet Hex5, pull your air patrol routes all the way back to circle your main base. After this quick meeting, your base will come under attack by a swarm of enemy air units. Transport your ACU to the meeting, then after the meeting, quickly transport him back to the base and place him under a Shield Generator for safety.

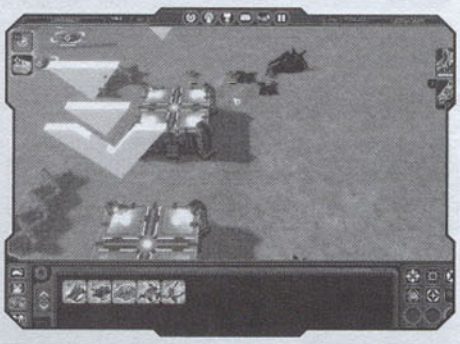
DEFEAT UEF GUNSHIP ASSAULT

If you followed our base defense strategy, this Gunship assault will seem like gnats hitting a car windshield. No difficulty here.



INFECT UEF AIR STAGING FACILITY

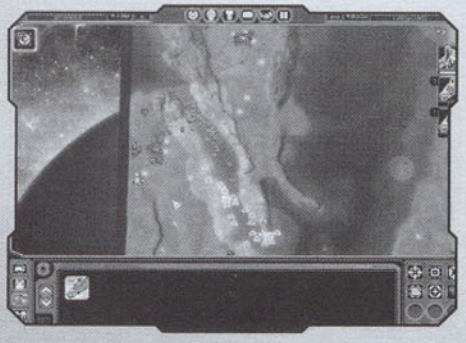




The map expands further south and reveals a UEF base with four Air Staging Facilities. You must get an Engineer to capture one of these facilities. The base is well defended. Move a strong artillery team as described in the beginning of this mission walkthrough to tear down the base. Attack from all angles. In time, you will weaken their defenses. Move a team of Engineers to the east side of the base just after dropping several fresh units to the south and northeast of the base to act as a diversion and to help flatten the base. Move the Engineers to the Staging Facility with the fewest number of enemies around it. Capture it to complete the objective and detonate the remaining enemy Gunships.

DEFEAT UEF COMMANDER

Move everything you've got to the southwest corner of the map. Drop unit after unit to the south of the base. Move all naval ships to the river to the east of the last remaining UEF base—use move queues to help them navigate the narrow river. The UEF Commander is located in this base. Have your air patrol routes cover your attacking units, but try not to fly over the base; there are a lot of Anti-Air Guns. Target the turrets on the walls of the base and any you can spot just inside the walls. Then target the Shield Generators.





Move your army of walking Destroyers (Salem Class) toward the base. When the UEF Commander shows himself (he's activated his own personal shield), have all units target him until he disappears into the base again. Keep this up and soon he will be forced to repel the attack himself (as you get closer with large units that only he can stop), leaving himself visible and vulnerable. Select all land attacking air units (especially Bombers) to attack the Commander. He won't last long under this barrage of mixed attacks.



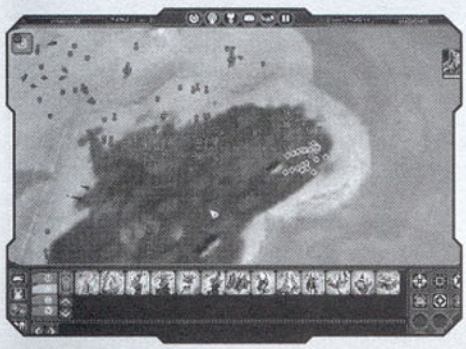


OPERATION FREEDOM

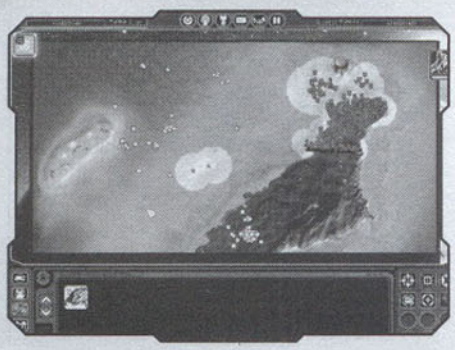
All the Cybran sleeper cells on Earth have activated and are assaulting strategic UEF installations. This has allowed Jericho and his team to construct a base for you near Black Sun. They will assist in any way possible. Your mission is to seize control of Black Sun and upload QAI's data-core directly into its control center. Firing the weapon will then release both the Quantum Virus and the Liberation Matrix.



DESTROY THE CZAR



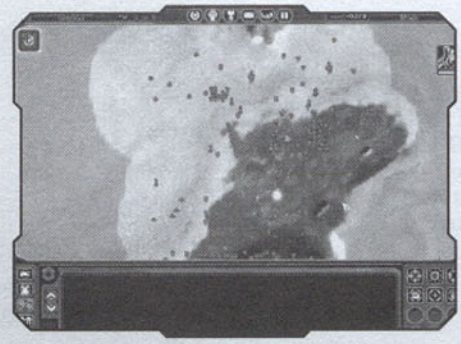
This mission is all about speed—finding and implementing your master plan quickly. The only way to survive is to build Experimental units, lots of them. This is how you are going to stop enemy T4 Experimental units in the time allotted and easily wipe out everything of lesser technology once the enemy Experimental units are out of the picture.



You are given an adequate base at T3 Technology and a Support Commander, Jericho. No upgrading is necessary, except when it comes to Shield Generators and your own ACU's upgrades. You have approximately 12 minutes to build up defenses and construct a couple of T4 Soul Ripper Gunships before the map expands and the Aeon Czar begins to advance on the UEF's Black Sun Control Center in the base to your south. The Aeon are on the island to the west. Here are the tasks you must perform almost simultaneously to survive and work toward victory:

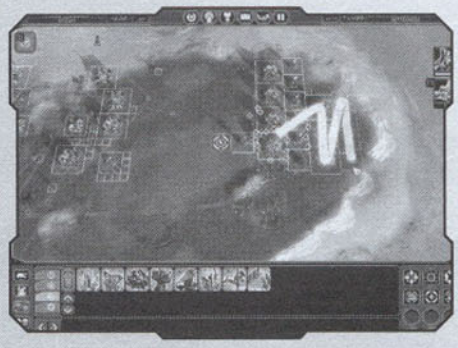
Simultaneous Task 1: Build Engineers & Troops

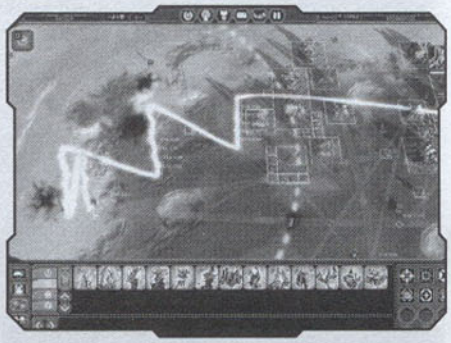
Your factories are already kicking out ground units, air units, and naval vessels. Stop one of each factory type from building units and order 10-15 Engineers each. Place orders for T3 Siege Assault Bots, T3 Trebuchet, and T2 Bangers for air defense and Deceiver Mobile Shields to help cut down on the need for Shield Generators. But make only one Deceiver and Banger for every two or three Siege Bots and Trebuchet. From the factory, move all these troops up to the south wall you are about to build. Set the factories to "repeat" orders.





Set your flight patrol paths from the air factories to fly over the two Air Staging Platforms and circle the island, keeping the flight south restricted to where your wall will be. Build Interceptors, Air-Superiority Fighters, and Strategic Bombers.





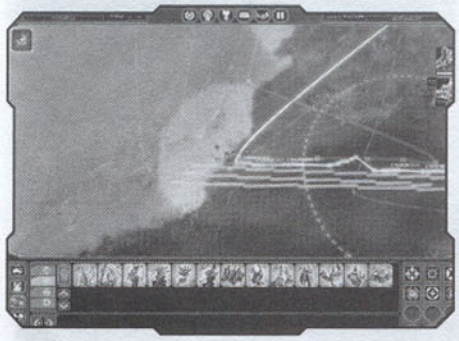
Have the Naval Factories build a mixed batch of everything except for the Aircraft Carrier. Once you have a large number of Engineers, remember to set the other factories to build these same units. Have a couple of Engineers assist each factory.

Split your army of T3 Engineers up and have many build T2 Point Defense behind the wall your ACU is building to the south. Then have them build multiple Anti-Air SAM Launchers along the wall and construct lines of T2 Point Defense beside them. Build Shield Generators to protect the largest clusters of these weapons and add 2-4 Heavy Artillery Installations under the Shield Generators. Upgrade these generators ASAP. Keep Energy going to keep these up (more about that later).

Have another team of Engineers place Point Defense throughout the base and under already existing Shields. Spread SAM Launchers throughout the base and along the western shoreline mostly. Build more T2 Torpedo Launchers further out than the existing launchers west of your Naval Factories. Have your Naval Factories move vessels just ahead of these launchers.

Simultaneous Task 2: Build a Big Wall

This is a great job for your ACU, assisted by Jericho. They work fast. Build a wall to the south that stretches from coast to coast. Make no doorways. Pick a spot on the mountain where you can build turrets just behind the wall. The ground is rough and there are places where you cannot build, so be careful. Build a wall three or more layers thick. You can even leave space between the layers. Once the ACU and Support Commander are done building the wall, have them assist the Engineers building the Experimental units. After the first two Soul Rippers are constructed, have your ACU hide under a Shield Generator while he upgrades his Personal Shield. Also, perform the Resource Allocation upgrade when the economy is thriving to avoid putting a strain on it.

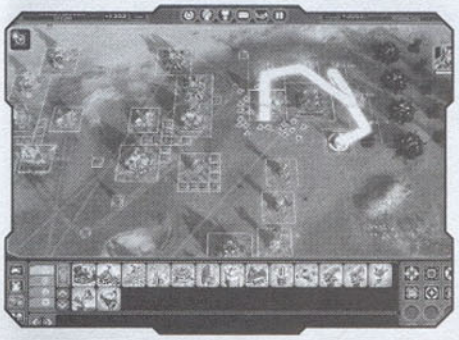




Simultaneous Task 3: Build an Energy & Mass Farm

Make rows of T3 Generators beside rows of T3 Mass Fabricators. Keep building these until you have a balance of Energy and mass. Build more to prepare for T4 units Energy and mass draw. Build Point Defense and Anti-Air SAMs around them. Try to get them in the middle of the base. Placing them on the eastern shoreline area makes them easy targets for the enemy navy that's going to sneak up on you later. Although you lose the energy saving bonus, it may be better to spread generators apart so one doesn't ignite the other if it explodes.

When Energy is stable, have all these Engineers support the building of whatever is most needed. Things that are pressing: a few large rows of T2 Point Defense on the western beach to prepare for the Colossus attack later, building a Quantum Gate to speed up a later objective, or assisting the other army of Engineers building Soul Rippers. Repeat build orders for Support Commanders. When you can, have your Support Commanders upgrade the resource allocation upgrades to help your need for Energy and mass.





Simultaneous Task 4: Build 2 Soul Ripper Gunships

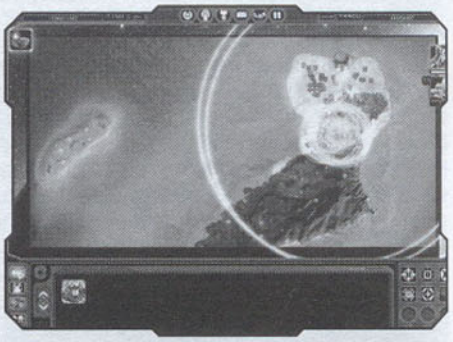
As soon as mass and energy are ready to handle the strain (or even if they are not), have about 40 Engineers build Soul Rippers. Select the T4 Experimental tech tab, select Soul Ripper, and hold Shift as you find a place in the middle of your base to build. Drag the icon out to have the team work on four in a row. This way you may get more than you need before you actually *need* them. Once you have two built, have them patrol the area in front of the wall and extend their patrol to include some water on both coastlines and spot any attacks before they reach your base.



Plan Ahead: Spiderbots and Scathis

Go ahead and queue up the building of 2-4 T4 Spiderbots, then build a couple of Scathis (T4 Mobile Rapid Fire Artillery) as close to the south wall of defense as you feel safe. The key is to get the range of the Scathis to include the UEF Black Sun Control Center base to the south. These two (or one for that matter) will do most of the base annihilation for you without even lifting a finger. You are going to build a small army of T4 units instead of wasting your time with anything less. Think big and you'll walk all over the UEF and Aeon.





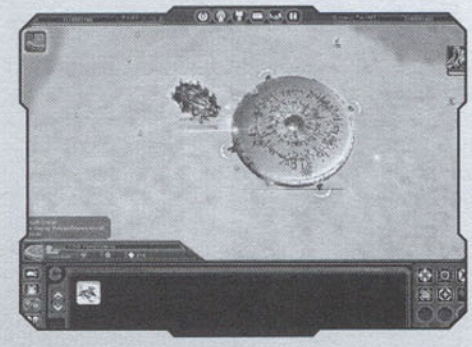
Taking Out the Czar





When the map expands, begin moving at least two Soul Rippers along the western shoreline, heading south. You need to locate the Aeon Czar (flying saucer) that is leaving the small island to the west and heading directly for the Black Sun Control Center due east from the Aeon base (or due south from your base). So, once you are parallel with the two enemy bases, fly west to meet the Czar. Target it.

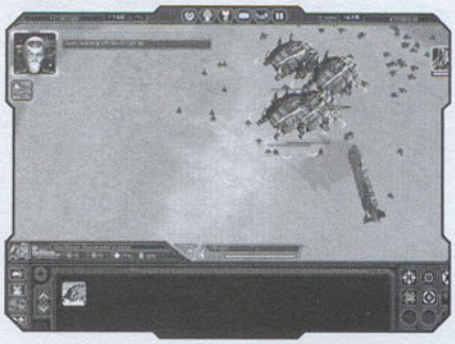
Select all your air-superiority aircraft, Gunships, or Interceptors and have them target the Czar. These will help eliminate the Interceptors that issue from the Czar and help defeat the Czar, as well. Even if you don't completely drain the hit points from the Czar before it reaches the UEF base, the UEF Anti-Air Turrets will finish the job (but they can't do it without your help). Now all hell breaks loose. Save your game.





The moment you take out the Czar, move your Soul Rippers back to patrol your wall and stretch their patrol route out over the western ocean to spot the Colossus. At the same time, the UEF launches a large ground force toward your base. They'll come in strong after you and (hopefully) take out the Colossus. Also be on the lookout on the east coast for a fleet of naval vessels. Later, after capturing the Control Center, a Submersible Aircraft Carrier (Atlantis) arrives in the eastern waters. Make sure to have ships waiting on the east side, as well as a Spiderbot and a Soul Ripper if you have one to spare.



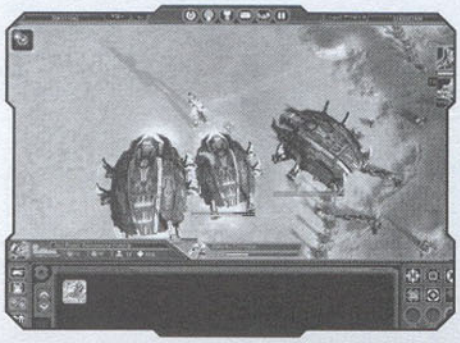




If you built a Quantum Gate earlier, then this objective will slip by without you knowing it. If so, move your ACU into the Quantum Gate to download the much needed QAI.

Colossus Attack

You are hit with everything from everyone at once. The worst of it (that is, if you have a strong wall of defense to stop the UEF land invasion) is the Colossus moving up the west coast from the Aeon island. Spotting this early is key. Look for the square (T4 icon) in the water. Put all available vessels on this task, as well as at least two Soul Rippers. If he lives to reach your beach, the couple walls of Point Defense you placed there earlier will surely be the end of him.





Surviving T4 War and UEF Land Invasion



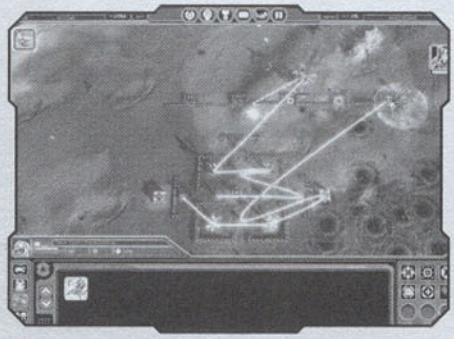


You should be building more T3 Power Generators and Fabricators if needed, and also have a couple of T4 Spiderbots and a Scathis or two near the south wall—they will end this war for you. Your Trebuchet and artillery units near the south wall will keep most of the land riffraff away.

The UEF land attack is bad if you are not prepared. The key is to have shielded artillery and thick walls. The UEF set up distant mobile artillery that can really mess you up, so your Soul Rippers patrolling south of the wall and your own Artillery Installments will prevent this. If allowed, the UEF will build walls with Point Defense close to your wall. If that happens, things will go badly.

CAPTURE BLACK SUN CONTROL CENTER

This is not a timed objective, so you have time to defend your base and prepare to take over the UEF around the Control Center. The moment you recover from the previously mentioned T4 and UEF land invasion, move all of your T4 Spiderbots and Soul Rippers south to eat up the UEF base around the Control Center. Your Scathis should have done a real number on this base. By the time you get there, everything within its range will be cratered. You may even find a Fatboy there. Destroy it!









Once the Control Center area is completely flattened and no defenses remain, have your ACU walk (or transport him) to the Control Center. We like to walk him through the water to narrow attack opportunities on him. Also, make sure his personal shield has been upgraded. Have a team of Support Commanders assist him. If you transport them all, make sure they assist him after they land. Have the Spiderbots and Soul Rippers assist your ACU before the capturing of the Control Center.





As soon as your ACU approaches the Control Center, a mob of T3 Siege Bots appears from off the map to the south, which is only meters away from your ACU. With the force we suggest, your ACU stands a great chance of survival.
If you have difficulty here, save before you capture and try different things, like building a wall to the south of the Control Center. Build a Shield Generator over it or build some Point Defense. Have your Support Commanders repair your ACU if you are damaged during or after this battle.

CAPTURE BLACK SUN

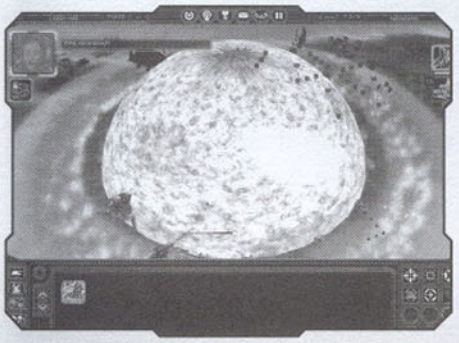
Don't turn back now, just move your ACU back to your base and then move all T4 units south to the Black Sun base at the bottom of the hill. Just a few Spiderbots and a handful Soul Rippers will win this war in mere minutes. As you come down the hill, target-select and queue up threatening objects such as any Turrets or Point Defense.





The more you destroy early on, the longer your T4 army will survive. Find the Strategic Missile Launchers and take them out as soon as possible. One launched missile is all it takes to make you hunt them down aggressively. There's one in the middle of the base and another on the west side of Black Sun.

The first shot fired is at the Aeon island; don't allow there to be another. Next, target the UEF Commander. Her nuclear explosion will do half of the work for you. Any surviving T4 Units can clean house. Once everything is flattened, move a team of Engineers via transport to Black Sun and capture it. When available, select Black Sun and press the fire button in the command window. A Cybran victory!







AEON ILLUMINATE

The Aeon Illuminate are the human disciples of a now-extinct alien race, whose legacy is one of lasting peace and universal harmony—The Way. Seeing that all humanity will perish in the fires of endless warfare, the Aeon zealously seek to cleanse the galaxy so The Way may flourish.

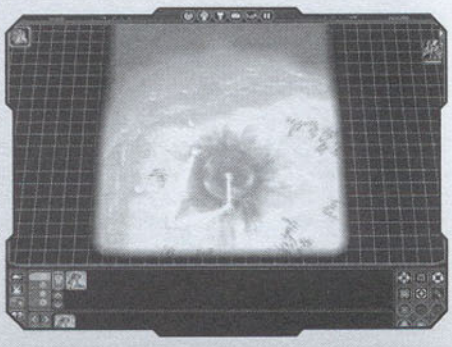


OPERATION JOUST

Rigel is a lightly populated UEF world. Your task is to assist Crusader Rhiza, who is engaging the UEF along several fronts.

BUILD 3 MASS EXTRACTORS AND 3 POWER GENERATORS

If you do as the instructions ask, more objectives and build options become available. Place three Mass Extractors on the Mass Deposits, and build three Power Generators. It doesn't matter where you place them since you won't build any Land Factories in this mission.



BUILD A NAVAL FACTORY

The schematics for the Naval Factory have been downloaded. Build one just off the coast of your small ice island.

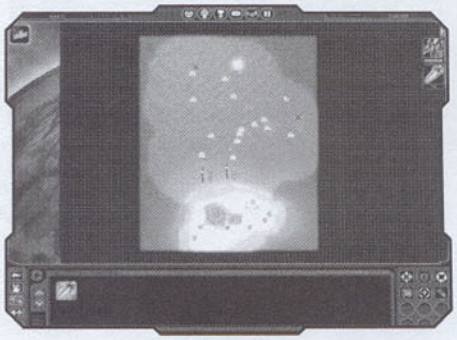
BUILD 3 LIGHT ATTACK BOATS

As soon as the factory is built, build 10 Engineers, another Naval Factory, and then about 15 Attack Boats. Split your Engineers up to assist both Naval Factories. You can have one factory assist the other or you can set up order queues inside both factories. Have your ACU build more Power Generators and fill the rest of the Mass Deposits on the island with Mass Extractors.



DESTROY 7 UEF AIR PATROLS

As soon as you have a small group of Attack Boats, scour the water, then find and destroy the UEF aircraft. They'll appear on the map as blue blips with yellow outlines. Set patrol routes for your naval units right out of the factory to patrol around your island.

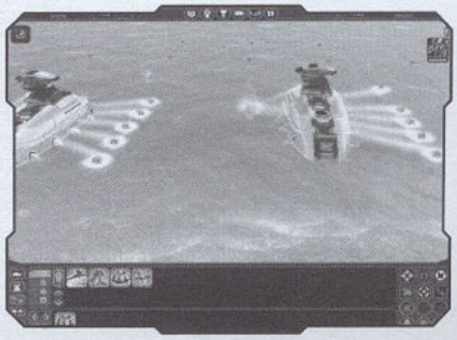


BUILD 3 ATTACK SUBMARINES

Once the air patrols are destroyed, the schematics for the Attack Submarines are downloaded. Build several of them.

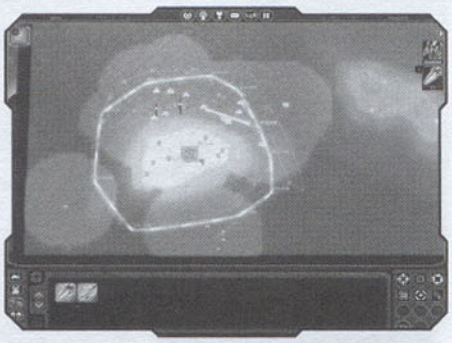
DESTROY 4 UEF BLOCKADES

Once you have a good number of subs, search the waters for the submerged UEF submarines and destroy them. The more you outnumber them, the less damage your own fleet will take in the battle as you quickly sink the subs. Your ACU and Engineers can now build Torpedo Launchers. Build a defensive line of them in the waters around your Naval Factories.



DESTROY ALL 3 UEF POWER GENERATORS AND FACTORIES

When the map expands, you receive the blueprints for the Frigate and your ACU and Engineers can construct Point Defense and Anti-Air Turrets. Place some Anti-Air Turrets in the water near the Torpedo Launchers and on your island around your Power Generators.



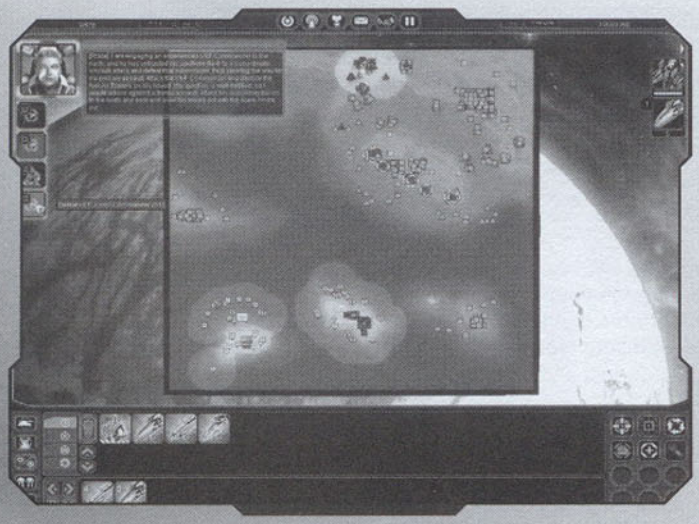
Build up a sizable army of Frigates, Subs, and Attack Boats, then select them all and press CTR + 1 to add them to a group that can be quickly selected again by pressing "1."

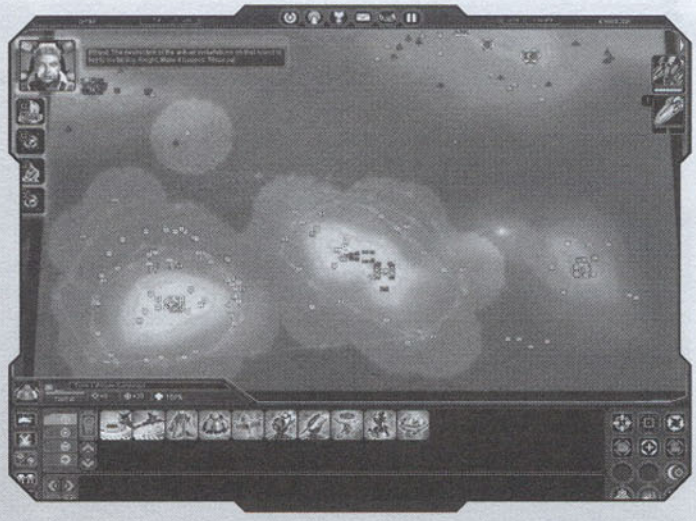


Move the naval force to the east, then select them all and right-click on the things around the UEF island that will cause the most damage using an attack queue (hold Shift as you select targets). Target Torpedo Launchers and Submarines first, then target the Power Generators and Factories. The Attack Boats will take care of the air units.

After completing this objective, the map opens fully, revealing the UEF ACU's base to the north, your ally in the northwest corner, and a few more small bases to the northwest and east. A host of objectives become available: Destroy Air Bases, Destroy Naval Bases, Destroy AA Installations to clear the way for the main assault, and Defeat UEF Junior Commander.

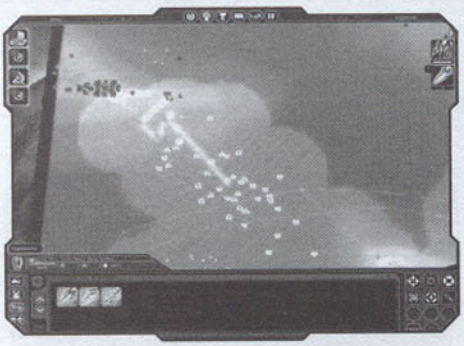
Do nothing until you've created a large army of naval units and constructed a couple of Air Factories on the new island to the east (the one you just took over). Build more Engineers to construct Power Generators and to assist the Air Factories. Naturally, place a Mass Extractor on all the deposits.





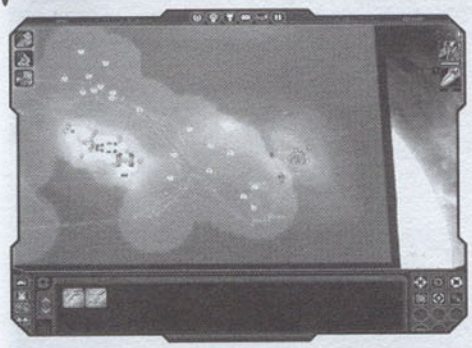
NORTHWEST AIRBASE ISLAND

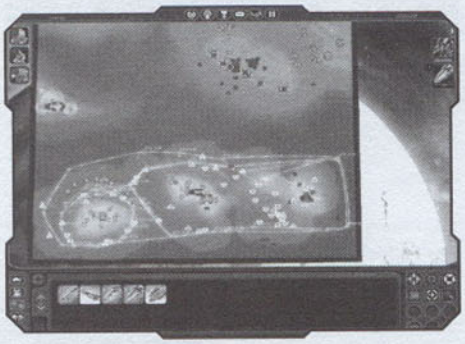
Build multiple Interceptors and fewer Bombers. Set a flight patrol around your two islands straight out of the Air Factories. Build up a large air force. Move every unit north to the small island to the northwest. Again, target subs, Torpedo Launchers, and Anti-Air units first, then destroy the Air Factory and surrounding structures. When all is clear, move in an Engineer to build Mass Extractors and a few Anti-Air Turrets on this small island.





EASTERN NAVAL BASE ISLAND

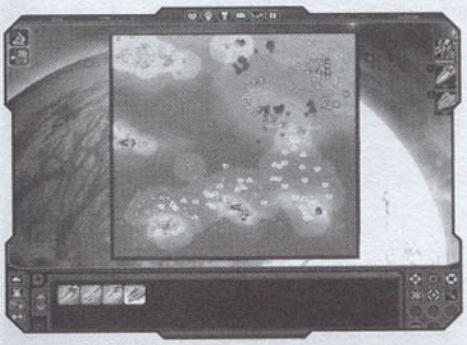




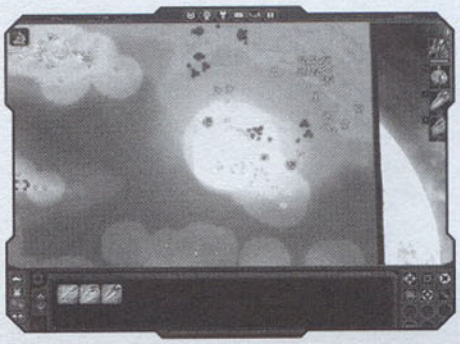
Recover from the last battle by continuing to repeat the build orders and replace any units you lost in the last skirmish. You should have all factories on repeat. Gather all your naval units to one area, then quickly attack the east island. Again, focus on the threat first and then start destroying land targets using the Frigates. When the UEF air units from the north try to attack your boats, pull your air patrol routes out to include the east island. Once the island is clear, place Mass Extractors on the deposits and build another Air Factory. Build more Interceptors and Bombers.

DEFEAT UEF JUNIOR COMMANDER

The UEF Commander is on the next island to the north. Again, build up an assortment of naval units and attack as you did the previous two islands. Bring in air support, but don't allow them to get too close to the island or the Anti-Air Turrets will tear them apart. As you begin hitting the Artillery Units on the island, the Commander will approach. Select all naval units and attack the ACU. He's rather weak and will explode in no time, taking out nearby structures in his nuclear explosion. Destroy the remaining AA Installations on this island.

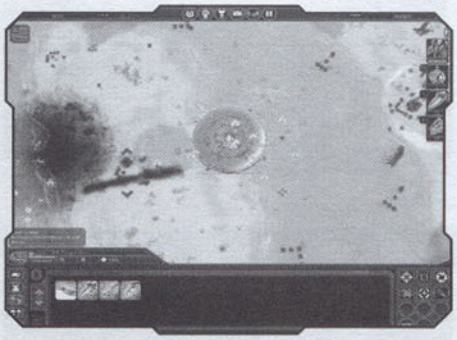






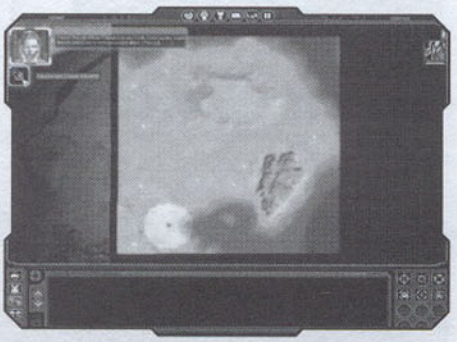
ASSIST THE CZAR

A large Czar Flying Fortress appears near your first island base—The Aeon. Don't fret; this airship moves to the center and begins pushing northward as you take out the last of the AA Installations on the north island. Once all are eliminated, select all units and right-click on the Czar to assist it. It moves north and demolishes everything underneath it with a powerful Quantum Beam Generator. It stops short of the northernmost island and releases its T2 Gunships and other aircraft before it completely decimates the last of the enemy. Mission complete.

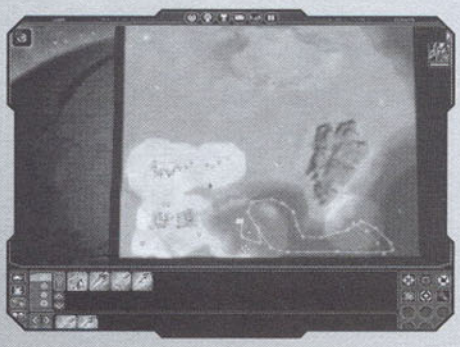
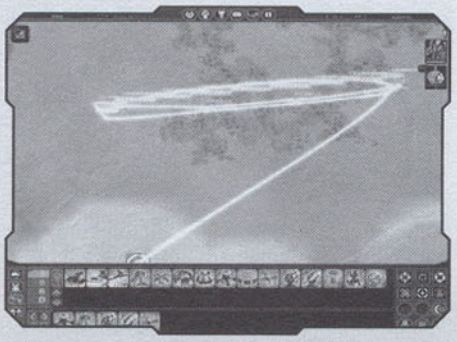

OPERATION MACHINE PURGE

This mission takes place on Zeta Canis. Once colonized by the UEF, it is now in Cybran control. Your mission is to destroy any Cybran Commanders on the planet and decimate the civilian population.

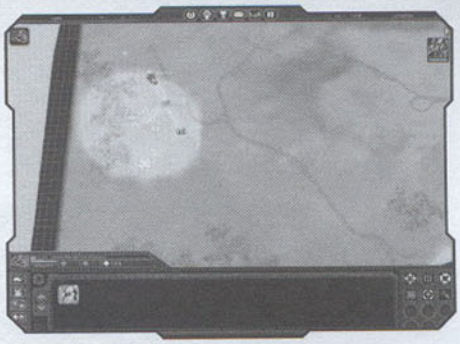


CLEANSE NEW CATALON

You must destroy 80% of the town. You can build any T1 structure or unit. Construct the necessary Energy and extractors, then build one of each factory. Build a defensive line just to the north with a wall to slow enemy ground units, then place Point Defense and Anti-Air Turrets behind the wall. Out of the factory, have your ground troops patrol behind this barrier. Set the air units to patrol the same area. Create a strong line of defense before venturing further north.

One Naval Factory is fine in this first stage. Concentrate on keeping your economy running with two Air Factories and two Land Factories. Build up a large force and send out all your units to gain control of your landmass while destroying all the Cybran structures, turrets, and troops. This is an easy task if you build up, then attack with a large number of assorted units.



REPEL CYBRAN COUNTERATTACK



After 15% of New Catalon cleansing, the Cybran mount a counterattack. As long as you have that defensive line, plenty of troops, including Anti-Air units and some Anti-Air Turrets spread throughout your base, this counterattack will come and go without much disruption to your activities.

DESTROY CYBRAN BASE

Once all highlighted Cybran structures on your island have been eliminated, the map expands and a new objective is given: Destroy the Cybran base. It's in the northeast corner of the map. There's a smaller naval base due east from yours; this is a different objective, but should be dealt with first. Build a second Naval Factory if you haven't done so already. Set patrol routes for subs, Attack Boats, and Frigates just east of the tiny island in the east lagoon. Do not push too far east. Wait until you have multiple naval units.





Push out your Land Factory patrol routes to have your units patrol the borders of your island. Have the air routes match these land routes, except along the northeast coastline near the river between two islands. Here, you should have the air patrol routes further inside your island to prevent the enemy ships from destroying your air force. Once you control this river, you can then pull these routes closer to the shoreline.



Aurora

This mission becomes a lesson in island skipping with troop transport air units. You may need to stop building land units when the map expands so you don't reach unit limits before you have a sizable navy or air force. The one unit you may want to keep producing is the Aurora. This Light Tank hovers across water and does not require transportation assistance.

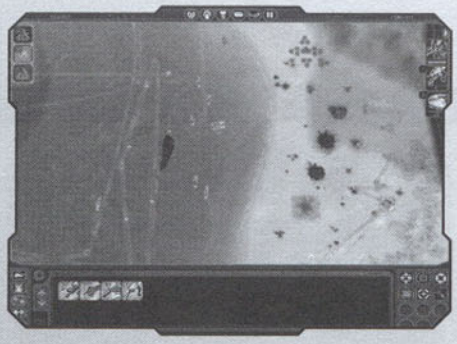
DESTROY CYBRAN SECRET BASE





Once you have a large navy and Torpedo Bombers, move your patrol routes out to include the enemy's defensive line of ships and subs to the east. Use Torpedo Bombers to assist in their elimination. Pull the routes out to include the enemy Naval Factory. Once you've cleared anti-air in the southern section of this base, use your Transport aircraft to move assault bots and Mobile Light Artillery onto the island.

The easiest way to load up the transports is to select a large number of land units and right-click on a transport. Hold Shift and begin selecting more transports. The queue does it for you. If a transport does not move, then you have enough transports selected to pick up all the units you selected for transportation. With all transports loaded and selected, click on the transport button, then on the ground of the area you want the units dropped. Destroy all enemy structures while working your way north.



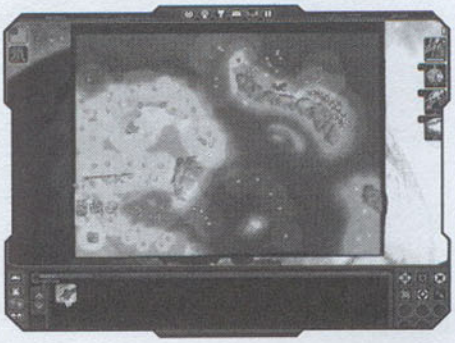


Move a fleet of subs, Attack Boats, and Frigates in the channel between this island and the next to the north. This will keep the enemy ships from entering *your* lagoon.

DO NOT DESTROY HUMAN SETTLEMENT

The Princess ordered that the humans are to be spared, so 80% of the civilian settlement on the northeast island must survive. After clearing the secret naval base, move a large number of similar units to the southern tip of the northeast island—near your naval units guarding the channel. Once you have a large group on the tip, begin moving them through the civilian buildings up north to the Cybran base. Move half your navy up through the central river and the other half along the east waterway to assist the ground troops in eliminating the Cybran base. Remember that you can move all Auroras from your island to assist this attack at the drop of a hat.





SURVIVE THE CYBRAN ASSAULT





Once the Cybran base has been destroyed, the map expands and the Cybran retaliate. You must survive the attack. You are given the ability to upgrade your Air Factories to T2, but that's it. This means you can produce a T2 Engineer, and then have the ability to build T2 Point Defense and more importantly, T2 Anti-Air Turrets. Place about five of these along your northern shoreline to stop air units and Air Transports from dropping troops on your land. As long as you have extended your air patrol routes, this retaliation is easily stopped. If you already have T1 Anti-Air Turrets along the northern shoreline, your job is made even easier.

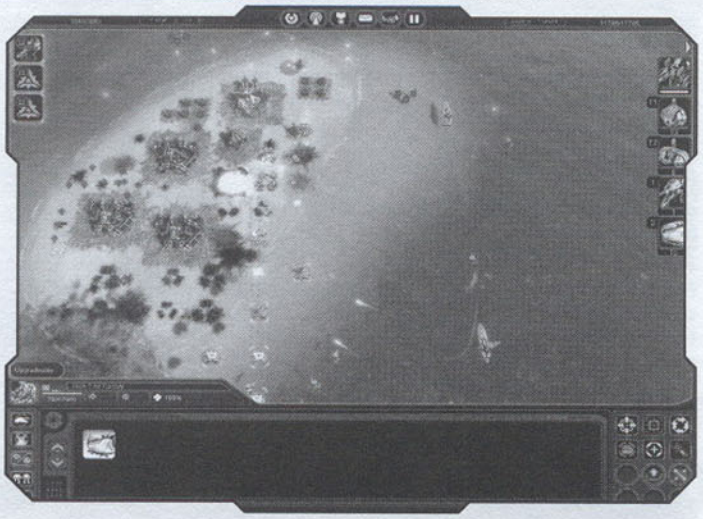
DEFEAT CYBRAN COMMANDER

The Cybran Commander is on the small island to the northwest. Build up a large naval force and air bombers, then attack the island all at once. Clear a spot on the southern tip to drop units using transports. Move your Auroras in to assist. Once the Commander shows himself, focus all sights on him until he explodes.



DESTROY WESTERN CYBRAN BASE

The Cybran Commander's explosion, although glorious, will not finish off all structures on this western island. Move in troops, Frigates, and bombers to clean off the island to complete this objective.



DESTROY EASTERN CYBRAN BASE



With the western base eliminated, taking the eastern base is much easier. You can drop multiple troops off on the western beach of the eastern island. Move them around the southern tip and mountainside and begin eliminating Cybran units; a surprise attack. However, there is a river that will keep non-hovering units from attacking the main base. Surround this island with naval and air support to help soften it up before dropping troops there.

DESTROY OR CAPTURE THE CYBRAN ARTILLERY POSITIONS

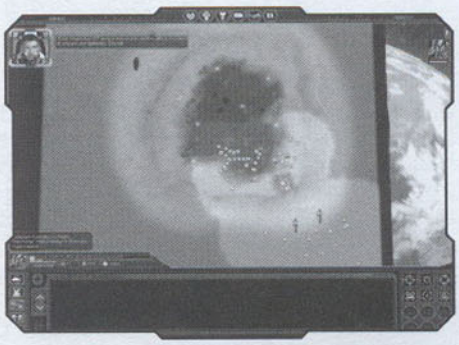
As you execute your west-beach-surprise attack (mentioned above), you'll come across the two Artillery positions mentioned in the objective. Move Engineers in when the area is safe to take these positions. Once they are yours, the artillery will fire on the large eastern Cybran base! If you take out the base before this objective is met, the mission will end with this objective left undone.



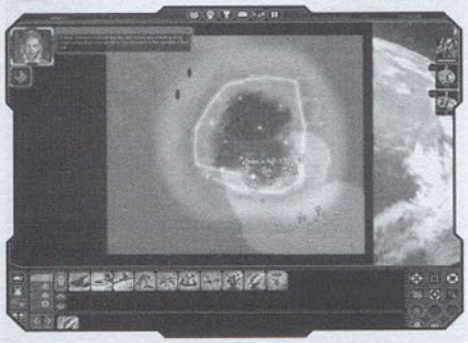


OPERATION HIGH TIDE

Ten days ago, the Aeon launched an offensive against UEF forces positioned on Matar. Seizing the planet has proven much more difficult than expected. Your job is to relieve Crusader Eris. She has been in constant battle and is in need of rest.



SURVIVE UEF ASSAULT



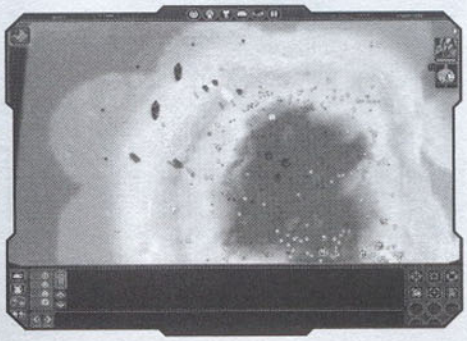
You have a few minutes before the UEF attack. You are in control of a small base where many of the structures have been damaged. Do not waste Mass on repairs; instead, order about 5-10 Engineers per factory and then follow that order with Anti-Air units—be it land, sea or air. Set patrol routes around the island.

Aerial Assault

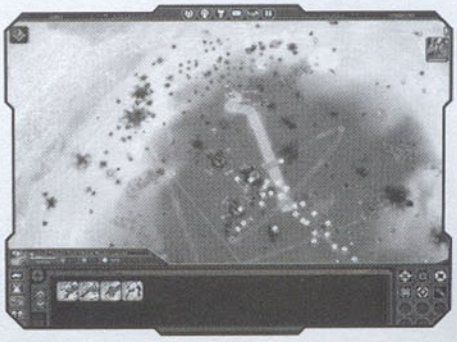
Have your Engineers construct Anti-Air Turrets (T1 and T2) all around the perimeter of the island, but mostly concentrating on the west and north sides. Pepper some throughout the base, as well. Have a few Engineers assisting each factory and a few others constructing Point Defense sprinkled throughout the base. The enemy will often try to drop forces via transport, and until you can prevent any landings you will have to fight troops on your own turf. Point Defense helps with this.

As soon as possible, have T2 Engineers place as many T2 Torpedo Launchers in the water from the south, along the west and to the north side of the island to help defend against the next (naval) wave of attacks.

After you have a good circle of patrolling anti-air units, begin constructing tanks and bots in case you have to fight on your island. Keep building up defenses until you are sure you can withstand anything. Place Mass Extractors on all deposits and build more Power Generators and Mass Fabricators.







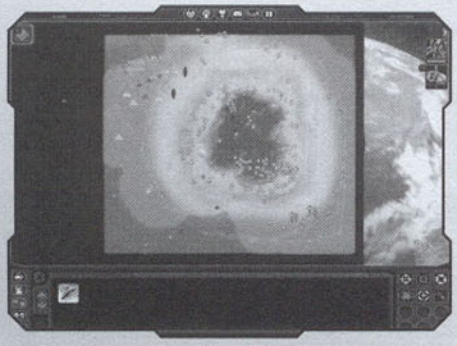
After a few fighter and bomber attacks, the transports will try to land. Have an army that is not patrolling in the central area of the island to prepare for any troops that set foot on your island.

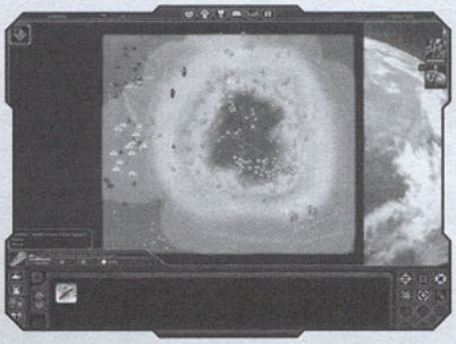


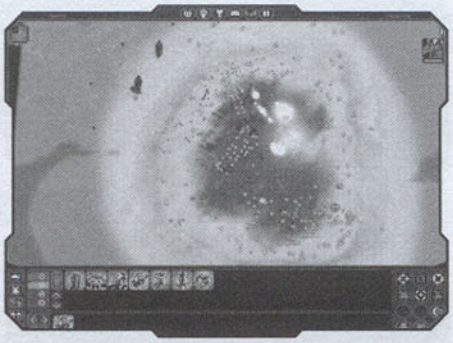
Naval Assault

Build a large assortment of naval forces and Skimmer Torpedo Bombers. Select a group of these aircraft and assign them to a keyboard number. As the enemy ships and subs begin to appear, select the bombers and set an attack queue on the enemy vessels. If you have a few T2 Torpedo Launchers in place, these will help tremendously in this battle. Point Defense on the shoreline helps, as well; they'll fire at ships close to the shoreline.

This wave of attacks is followed by another round of aerial troop transport attempts. Once this is stopped or dealt with, the map opens and four new objectives become active: Defeat the UEF Commander, Destroy UEF Land Base, Destroy UEF Air Base, and Destroy UEF Naval Base.

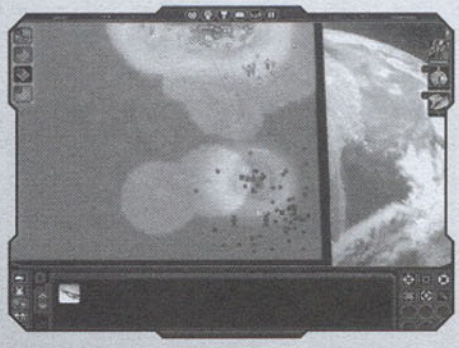






DESTROY UEF NAVAL BASE

You can now build T2 Gunships and T2 Destroyers. Do so and place these build orders on repeat. Continue to build Torpedo Bombers, Attack Boats, Frigates, and Submarines. Slow down on production of land units. Keep Mobile AA spread throughout your island. The troops you've built up to this point are more than capable to deal with a successful enemy transport delivery. We suggest building mass quantities of Auroras.



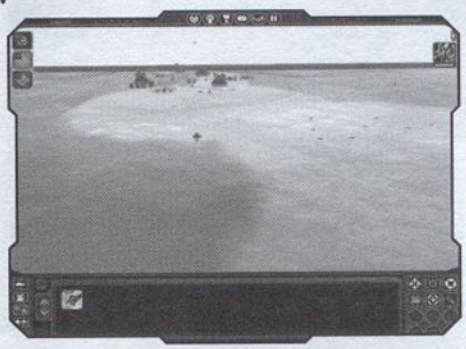


Auroras are great for this mission. Take all available air and sea Auroras to the island in the bottom-right corner of the map. This is the naval base. The UEF Commander is here, but will use his Quantum Teleportation upgrade to beam over to the land base to the north when the heat is on. Use your Auroras and Frigates to destroy the Anti-Air and Torpedo Launchers, then move everyone in as an overwhelming mass to take out the Naval Factories and the many boats harbored in the lower corner that's south of the small island. Once it's clear, build extractors on the deposits.





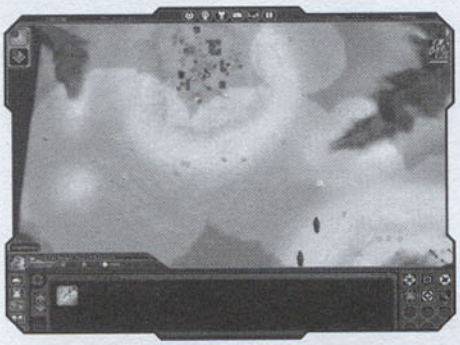
DESTROY THE UEF AIR BASE



Move the force that took out the Naval Base to the west and destroy the Air Base in the lower-left corner of the map. This place is a pushover. Surround it and pummel the structures with Destroyer or Frigate land attacks while being assisted by Interceptors and the T2 Gunships.

DESTROY THE UEF LAND BASE

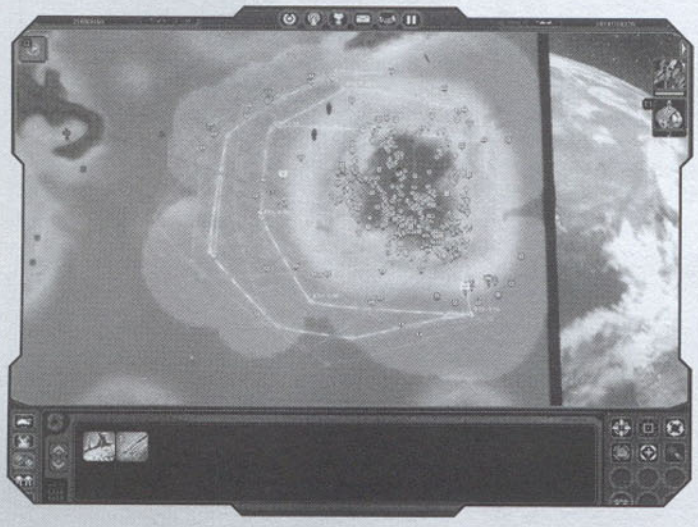
Move everyone north of your base and have 20 or more Auroras move in to take out Torpedo Launchers around the small north island. Surround the island with naval units, Auroras, and Gunships. Use troop transport to place excess land units onto this island and speed up the destruction. The UEF Commander again bugs out and heads to the last and biggest UEF base to the northeast as the map expands one last time.

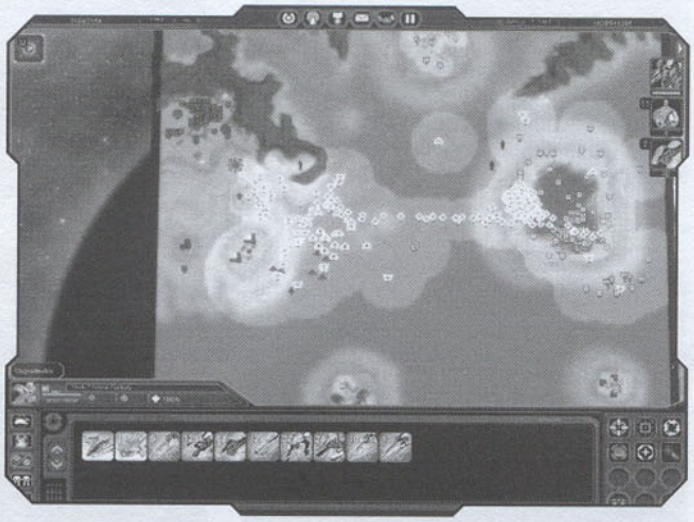




DEFEAT THE UEF COMMANDER

With the map fully expanded, move all of your naval and air routes from around your main island base and push them out a little further than the middle of the water between your base and the large UEF island base to the west. Build T2 Torpedo Launchers along this imaginary line down the middle of the ocean. Place a few T2 Anti-Air Turrets beside them. As the pressure is put on the enemy, more enemy transport attempts will be made. Keep the backside of your patrol routes over your base in case a transport sneaks through.





It's good to have a few Destroyers, Subs, and Attack Boats just sitting still between your base and the enemy's to keep up the pressure. Inch these closer and closer to the enemy base so the Destroyers' long-range missiles will begin softening Torpedo Launchers and other outlying UEF defenses.

Build a large force of about 75 or more Auroras, then move them along with all naval units, Gunships, Bombers, and Interceptors into the enemy's lagoon. When the UEF Commander shows himself to support the last remaining base, select all units, and aim at the Commander. For a while, no health will be drained. But soon you will break through his shield and shut down his Quantum Teleportation feature. The Princess wants him alive. So once his teleportation option is beat out of him, the mission is a success.







OPERATION ENTITY

The UEF is constructing a weapon of horrific power called Black Sun that can destroy entire planets. From this day forward, you will serve the Aeon Princess directly. She senses danger on Procyon, a planet deep in Cybran territory. She wants you to investigate.



INITIAL PREPARATIONS





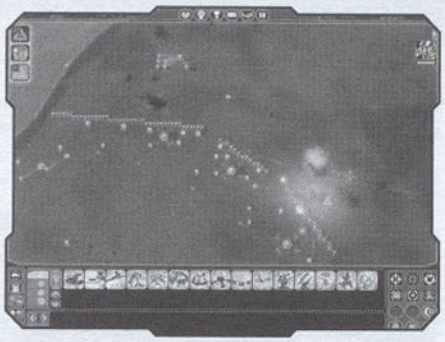


The mission opens on a large map that is covered with as much water as land. You begin on the south edge of the southern landmass. A small Cybran base is just to your east. To the west, near the left edge of the map, are some lightly defended Cybran structures (mostly Extractors). Just north of this are a few Naval Factories protected by a few naval vessels and small Torpedo Launchers.

You have plenty of time to build up before anything serious happens. We suggest putting off the Naval Factory until you have a strong ground and air force. No matter what you do, do not get within range of the three Artillery Installments on the northernmost tip of the east side of the bay, just north of your starting position. Do not build in the bay until these installments are dealt with.

Build the necessary Extractors and Energy, two Land Factories, and two Air Factories. Build 10-15 Engineers to assist with building Energy and fabricators. You will need several fabricators; there are few deposits you can secure in the beginning. As soon as you can afford the strain on your economy, upgrade your ACU's Resource Allocation System.

We suggest building a wall with an exit just beyond the Mass Deposits to the east and another wall at equal distance from your starting position to the west. Place T1 Point Defense and Anti-Air there now. Also place some Anti-Air around your Factories and along the north shoreline inside your base. As soon as you have T2 Technology (this upgrade is available from the beginning), place T2 defenses and Shield Generators along these walls to protect your cluster of defensive weapons.





Build Anti-Air land units before anything else. Have them patrol (out of the factory) the inside borders of your stronghold. As your base grows in strength, the enemy tries even harder to take you down a notch. You'll notice transports trying to drop off troops just outside your east wall. Now imagine if you didn't have the wall or guns there... Your defenses usually take care of them, provided you've placed enough guns there. Have an Engineer patrol the walls to automatically make repairs when needed.

More Mass

Take over the small Cybran camp to the west (a land branch of the naval base) and place Mass Extractors on the deposits. Place a couple of Anti-Air Turrets around this, then leave it. You could have the tanks and Anti-Air units that destroyed the establishment patrol the entire shoreline from here to your base to help prevent air intrusions.

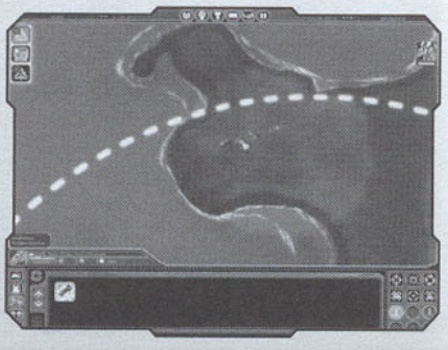




PACIFY NEXUS

This objective specifically requests that you destroy all war machines present in the settlement to the east of your base. There are three Artillery Installments and a Tactical Missile Launcher to eliminate. The easiest and safest way to get rid of artillery is to build a Tactical Missile Launcher just close enough to keep the guns in the missile launcher's range. Send a guinea pig, such as a scout, assault bot, or fly an Interceptor over them to melt the fog of war.

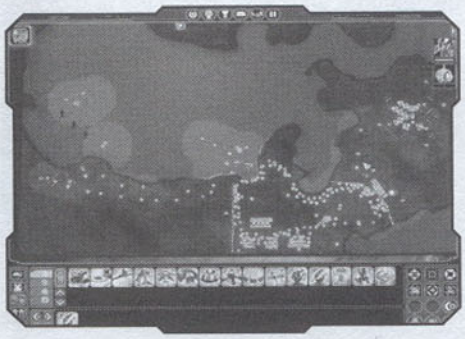




Once you've located them, build the Missile Launcher just far enough out of artillery range. Once built, have Engineers assist in the building of the missiles, then send another scout to the guns to get a visual once again. Queue the targets and say goodbye! Use the Tactical Missile Launcher to get rid of the defenses within range in the small base to the east. Send in Gunships and tanks to take out the remaining Cybran structures, including the Cybran Tactical Missile Launcher.



DESTROY THE CYBRAN NAVAL BASE



Once your base is thriving and air and land units stand strong, build a couple of Naval Factories with Engineers supporting the ship building process. Move a mixed bag of vessels assisted by Aurora Light Tanks and T2 Gunships to the west to finish off the Cybran Naval Base.

CAPTURE THE NODE

There's a small base to the northwest built around a Node. You must capture the Node. If you do not destroy the Cybran units around the Node before capturing it, the enemy will destroy it. Take a large force of Gunships to the northern shoreline and specifically target the Anti-Air Turrets and adjacent Artillery Installations. Move Cruisers, Frigates, and Destroyers close to the north shoreline so they can target land units.



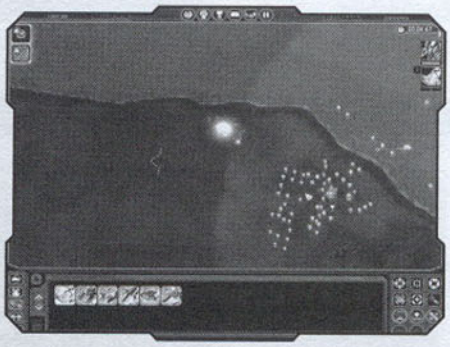
Use five or more T2 Transports to fly in a small army of Mobile Shield Generators, Heavy Tanks, Mobile Missile Launchers, and Mobile AA Flak Artillery. Hold Shift as you give the transport orders to the edge of the shoreline, then select the move order and click an area back at your base. Your transport aircraft will drop off and move out of danger immediately. Clear the base, then transport an Engineer to take over the Node. The map expands.





CAPTURE AND DEFEND ALL THREE NODES





There's another Node in the northwest, near the top-left corner of the map, and a third in the southwest, near the lower-right corner of the map. You know where the third Node is; this is the one you just took over to expand the map. These Nodes must be captured and defended to the end of the mission. Send in troops first, as you did to capture the first, then send in T2 Engineers to capture the Nodes. The reason for T2 is so you can immediately construct T2 Shield Generators next to the Nodes as soon as you take them over.

Also build T2 Anti-Air Turrets under the shields. Place T2 Mobile Shield Generators around the Nodes as well, with Mobile AA Flak Artillery and Heavy Tanks. Do this at each of the Nodes. Also have Attack Boats, Cruisers, Subs, and Destroyers as close to the Node as possible. If you lose one Node, you can still complete the mission.

CAPTURE AND DEFEND THE MAINFRAME

The Mainframe is the most heavily guarded of all. It is located on the center island all the way to the north in the top-center of the map. Move Cruisers, Destroyers, and Attack Boats (preferably assisted by Gunships) to the left and right shorelines, and work your way north as they take out turrets and artillery along the shore. Transport a similar attack force as used to take the first Node base.







Move them northward along the center island to clear the enemy ground units. Once you've cleared all the enemies from the map, send in an Engineer to capture the Mainframe.

Quickly build T2 Anti-Air Turrets near the other turrets under the current Shield Generators. Move T2 Mobile Generators and mostly AA Anti-Air units under the shields—as many as you can spare. Have your Air Factories move Gunships directly to the mainframe and set a patrol route around it. Move all your Torpedo Bombers to the large bay on the right side of the map to prepare for enemy vessel attacks. Have them patrol mostly to guard the east Node, but also to stop the walking Cybran Destroyers that will target the Mainframe.

You must protect all Nodes and the Mainframe for 15 minutes. Attacks occur one at a time at each location at first, then attacks begin at a couple locations at a time. The Cybran will even try to attack your main base to break you. They usually attack from the west and target factories or Energy clusters. We suggest having your wall of Anti-Air Turrets shielded with Shield Generators or Mobile Shield Generators. Make sure your ACU is well protected.




OPERATION SHINING STAR

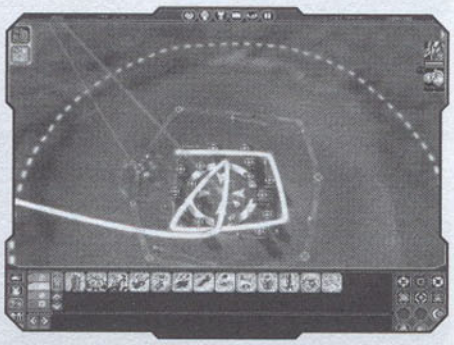
The Cybran are planning to deploy a Quantum Virus via Black Sun. The virus will destroy the gate network. The Aeon princess has her own plans for the gate network. She would like to move her consciousness into the Quantum Realm using Black Sun's power to connect with every human in the galaxy. This would end the Infinite War. You must go to Eridani and press the Princess's case.



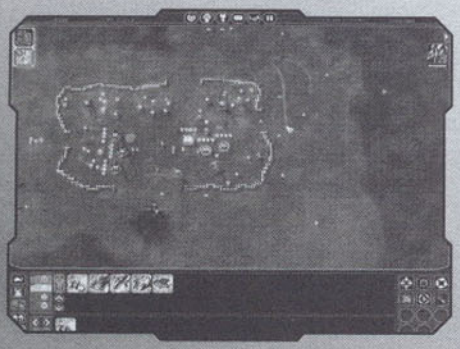
STOP ARIEL'S ATTACK



You begin this mission with a Support Commander (Rhiza), a shielded base with three T2 Land Factories, and three T3 Air Factories with an Air Staging Platform toward the back. There are two Aluminar (Air Transport) and a few T3 Engineers, but you should build a small army of them before building your fighting units. Put anti-air units near the beginning of the build queue in all factories; enemy land attacks come after attacks from the sky. Build a little of everything and put factories on repeat with a couple of Engineers supporting each. When you get a chance, upgrade each Land Factory, staggering the upgrades so you don't stop production.



Set patrol routes from the factories to order your troops to individually circle each of the three main areas: your base and the two civilian colonies to the south. Do this for land and air units. Build mostly Gunships and Shockers; mix in a few Air-Superiority Fighters to overpower enemy aircraft. This objective continues as other objectives come and go. Keep building Generators and Mass Fabricators. Add more T3 Heavy Shields to your own base, as well as SAM Launchers and Point Defense. Your base will be seriously attacked with large Artillery Installments later in the mission; you must prepare early.



Build more T2 Air Transports and have them ready. Keep them under a shield until you need them. You could use them to automatically move your troops to the colonies by selecting the transport and order them to assist the factories. When a transport is full, it will deliver the load to the patrol route. Half (50%) of the civilian colonies must survive.

PROTECT COLONIES

Take five or more T3 Engineers to the two civilian colonies and build a T3 Heavy Shield Generator in the middle of the yellow target areas. While there, build T3 Anti-Air SAM Launchers and T2 Point Defense under the shields—a few of each gun. With your aircraft and Anti-Air units circling the colonies, the shields and turrets firing, the enemy bombers are stopped with no problem.



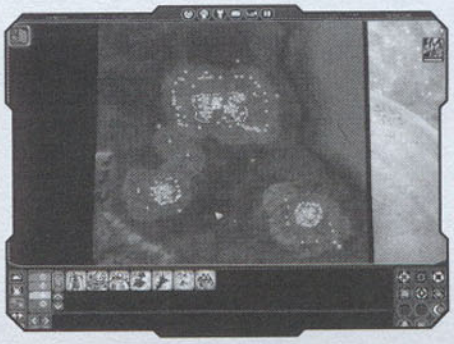
DEPLOY STRATEGIC MISSILE DEFENSE



Make sure your economy is thriving, then send about 10 T3 Engineers to each civilian colony and build a Strategic Missile Defense unit in the target areas. You do not need to build one at your base; it will not be targeted. It helps to have both ACUs upgrade to Resource Allocation before this objective. Once the units are built, quickly select the launchers and select the auto missile build command. Have all the Engineers that built the launcher assist in the building of the missiles.

Before the missiles are launched at the colonies, enemy land units will be transported to the eastern colony and after that attack more to the western colony. Be prepared. After the missiles are launched and deflected, Ariel sends mixed ground and air units to attack both colonies. You may want to pull your air support around your base to add to the colonies' air support. Once repelled, the "Stop Ariel's Attack" objective is complete, the map expands, and two more objectives are given: "Destroy UEF Artillery Positions" and "Defeat Captain Blake."





DESTROY UEF ARTILLERY POSITIONS

Notice the three yellow targets on the map on your side of the river dividing the map to the west. Make sure you have Heavy Shields covering your base thoroughly. We suggest taking out the Artillery Positions, starting from the north and working your way south. You can overpower the north Artillery Position with air and ground. It'll cost many units, but it is a quick solution. All positions have a heavy shield protecting the artillery and some turrets. This one in particular is guarded by T3 Siege Assault Bots. Attack the bots first, then Shield Generator, then the Artillery.

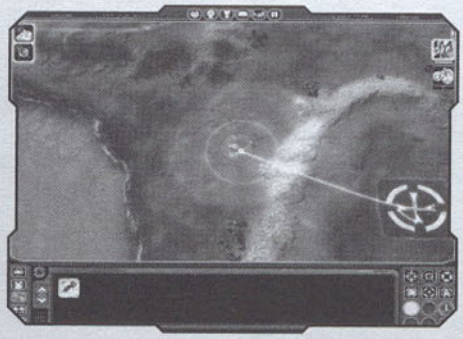




The other two Artillery Positions will not be that easy; they are up on plateaus that no land-bound unit can climb. You must transport units to the plateaus, then attack with air assistance. A much easier way to get rid of them is to send some Engineers under the protection of Mobile Shield Generators to build a Tactical Missile Launcher at the base of the raised plateaus.

Once operational, you can fly over the position to get a fix on the generator and start sending in the missiles. Target the shield first, then the artillery. Do this for the remaining two positions.





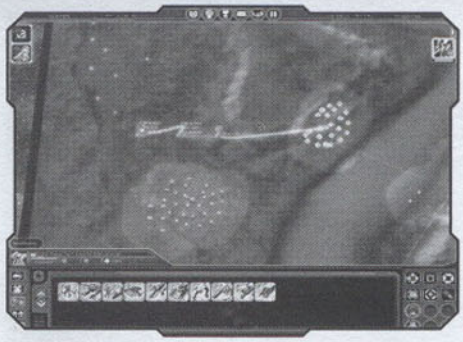


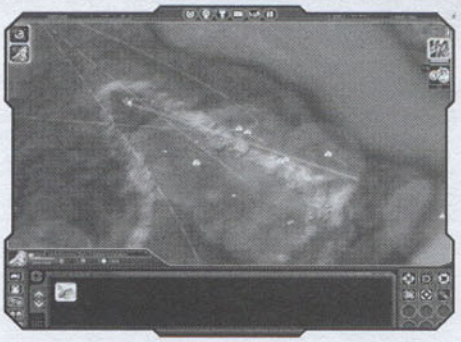
DESTROY THE UEF DEFENSIVE ARTILLERY POSITIONS

Now that the east side of the river is yours, extend your flight patrol routes to guard against transports coming over the river and dropping off troops on your land. As you fly over to investigate the base where UEF ACU Captain Blake is located, you quickly discover the large Artillery positions guarding his base; there are 10 of them. You cannot get to Captain Blake until these are dealt with.







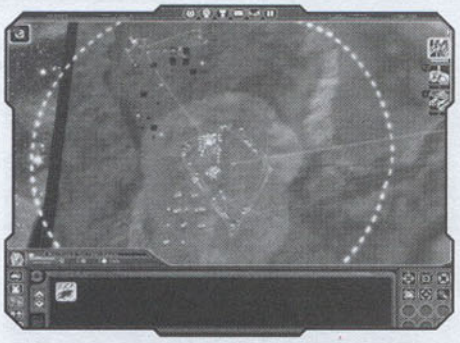


One way to take them out is to transport T3 Mobile Heavy Artillery to the south of the base and along the eastern shoreline of that land mass. Have these units strongly supported by Mobile AA Flak Artillery, Mobile Missile Launchers, Heavy Tanks, and plenty of Mobile Shield Generators. You can also use T3 Strategic Bombers to drop some serious ordnance on these installments. Each installment is well protected by Anti-Air Turrets, so it will most likely be a suicide mission for any air unit.

DEFEAT CAPTAIN BLAKE

Once you have a large army transported to the southern section of the western landmass, you should bring in a hoard of Engineers and build a small outpost. Build a T3 Heavy Shield Generator as close to Blake's base as you can, then build T3 Anti-Air and T2 Point Defenses under it. Have Gunships patrol a small area around the shield and have as many units as you can support and protect this outpost. Now build a Tactical Missile Launcher under the shield. Send some scouts into the base to get a visual on the base's vital structures and Shield Generators, then begin the missile attack. Your Artillery will automatically fire on the base even if you can't see it through the fog.

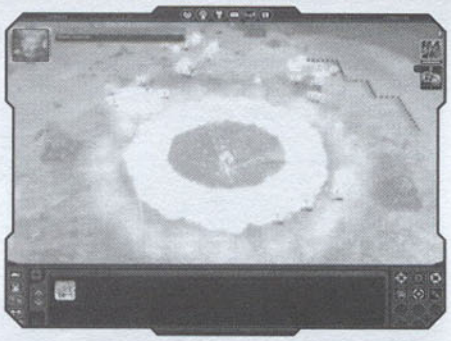
There's a strong line of Anti-Air Turrets protected by Shield Generators along the northern shore. If you keep at it, you can eventually take these out with Gunships and Bombers. Once this area is clear, you can start dropping troops via transports and build up a sizable force to the north of Blake's base. Once his base is softened, move everything you have in for the kill. As soon as you spot Blake, target him solely. A hoard of Gunships will do him in quickly.







You need to multitask some more. While dealing with the Colossus (see next paragraph), build two Land Factories and Two Air Factories in Blake's old base. Create numerous Engineers and upgrade these facilities quickly. Build several T3 Power Generators and protect this small base with Heavy Shield Generators. Construct Tactical Missile Defense. Strategic Missile Launchers are now available. Build one at this small base or your original base.

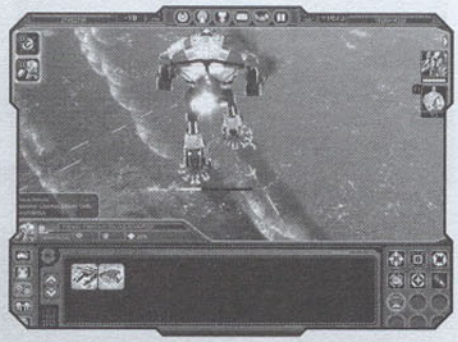


DEFEAT THE COLOSSUS

The map expands after defeating Blake. You can now move land troops to the west through a very narrow strip of land all the way to the southeast at the end of the river. But don't move yet; there's a Colossus loose! Move all your land units to the narrow gully between the two raised plateaus where the two southernmost UEF Artillery Positions were located.

The Colossus walks from the lower-left corner of the map, across the river, and through this gully. Send everything you have at him. Use Gunships and T3 Bombers to attack him before he crosses the river (while continuing to build) and attack him with Gunships throughout the battle. You can stop him before he crosses the river.







DEFEAT ARIEL

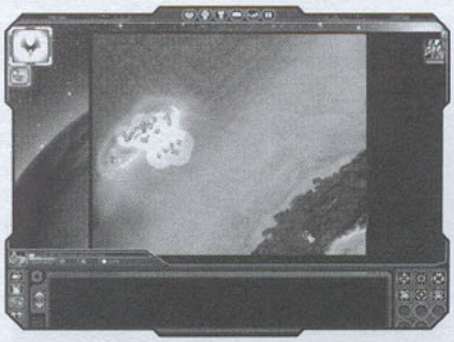




If your Strategic Missile Launchers (which are now available to construct) are ready, defeating Ariel is a piece of cake. Her base is on a raised plateau in the bottom-left corner of the map. Building Tactical Missile Launchers below her base costs many Aeon lives. She pummels you with her own tactical missiles if you try. Even if you build up troops below this plateau, they are attacked non-stop by air and tactical missiles. Once you have Strategic Missiles, fire a few close to the northern edge of her plateau and you'll probably take her out in the first couple shots. She does not have Strategic Missile Defense.

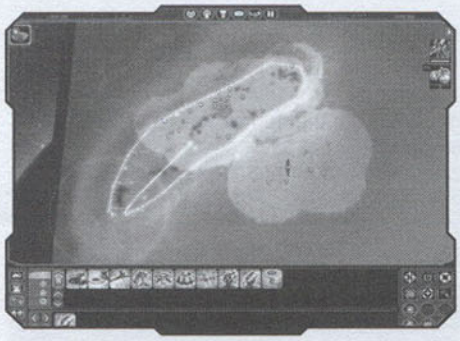
OPERATION BEGINNINGS

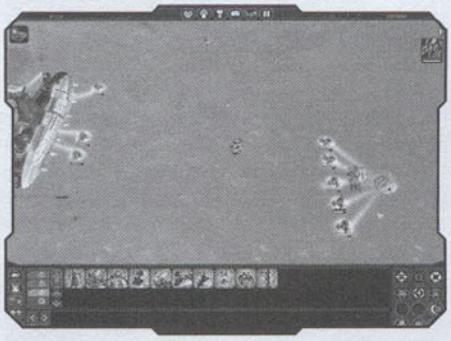
Marxon seized control of the Illuminate and continues his march toward Earth. Black Sun is the key; everyone desires it. The UEF and Cybran wish to use it for their own goals and Marxon rushes to destroy it. You must go to Earth and prevent the UEF and the Cybrans from using Black Sun and to stop Marxon from destroying it.

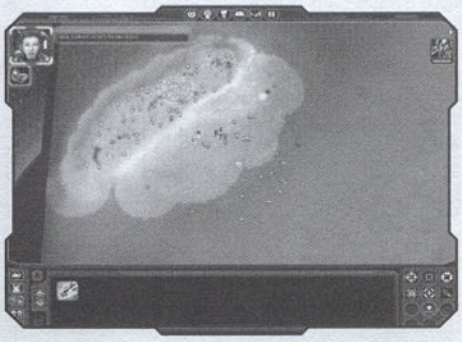


CAPTURE BLACK SUN CONTROL CENTER

If you capture the control center, Black Sun cannot be fired. In this mission, you will battle Cybran and the UEF. You begin on a small island with a T3 Naval Factory, T3 Air Factory, and T3 Land Factory. Build Engineers from all factories and begin building Anti-Air Turrets all around the island and around the Torpedo Launchers. Use T3 SAM Launchers around the Torpedo Launchers and then a few on the island, but mostly use T2 Anti-Air Turrets so you can just get more coverage more quickly. When you can, add SAM Launchers here and there to strengthen the defenses.





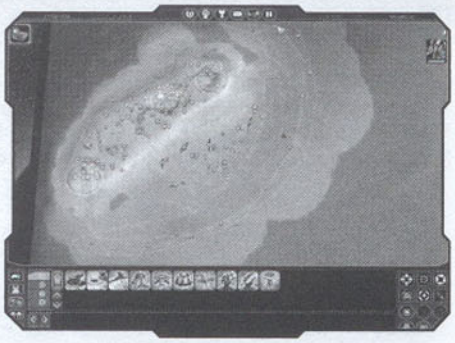


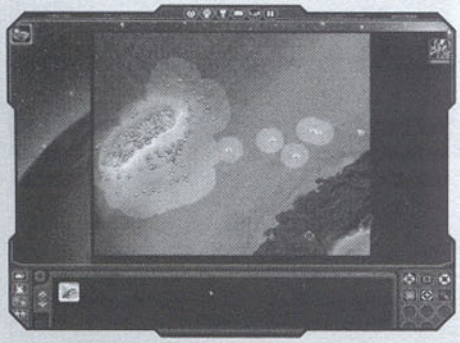


Build one more Air Factory and two more Naval Factories. Most initial attacks come from the southeast, so build up your defenses along that side first. Build Heavy Shield Generators over your vital structures. Continue to grow strong before trying to take over the control center on the next island.

Use your Land Factory to build the Engineers you need and to fill the island with Anti-Air units. The enemy rarely tries to drop troops on your island with transports, but build strong ground forces so you can transport them to the next island when you are ready.

Build an Air Staging Facility and place the patrol routes over it. Have the air route allow cover for the naval force. Build an insane amount of Anti-Air Turrets and then build four or five more Torpedo Launchers. Upgrade your ACU with Resource Allocation, then upgrade again to the Enhanced Resource Allocation upgrade.





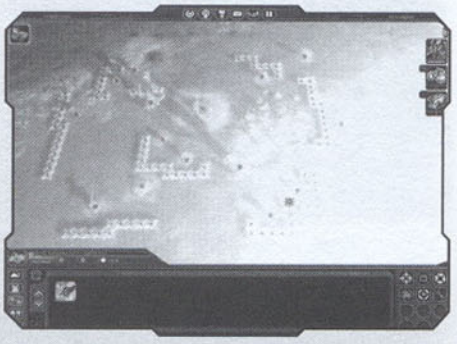
Build multiple T3 Power Generators and Mass Fabricators and place heavy Shields over them. Make sure to have T3 Anti-Air on the northern tip of the island. When you are sure nothing can get through your defenses, begin constructing Transports and be ready to head to the next island.



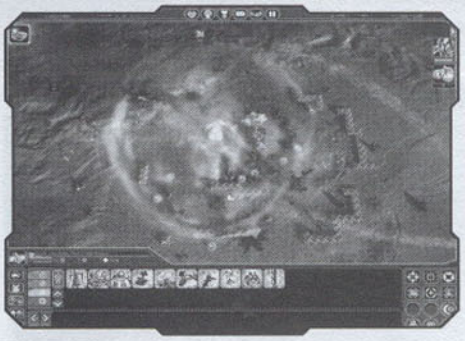
Build Strategic Missile Defense and then a Strategic Missile Launcher. Add a second SML as soon as possible. Send a Spy Plane over the second island to discover the defenses on the mountain and along the shoreline. Move a couple of Destroyers, Subs, and Cruisers to the shoreline to begin tearing down the defenses. Use a nuke to clear the defenses in the middle of the island north of the Control Center.



Once you've cleared a route for transports, begin moving T3 Assault Bots, Heavy Tanks, Shield Generators, and a little of everything to fight enemy T3 fighting units. The Control Center is protected by a base to the south (off the map) and a base to the north (also off the map).



If you have difficulty getting through the Control Center's defenses (it's well defended and protected by a Heavy Shield Generator), carefully drop nukes from the Strategic Missile Launcher around the Control Center, but far enough away that it does not destroy the Control Center. This takes out many of the Siege bots and, if done correctly, will damage the Shield Generator and artillery emplacements around it. Now drop more troops, secure the area, and save your game.





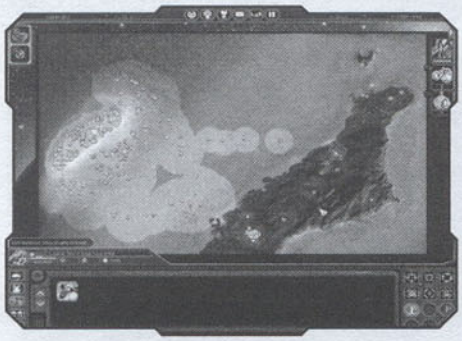
The more you try to build up around the Control Center before capturing it, the more aggressively the enemy to the south tries to knock you out of there. The events that follow the capturing of the Control Center force you to heavily defend the area. Stretch your air patrols routes to include the Control Center area. Also stretch out your Naval routes to create a safe path from your base to this island to make things safer for transports.

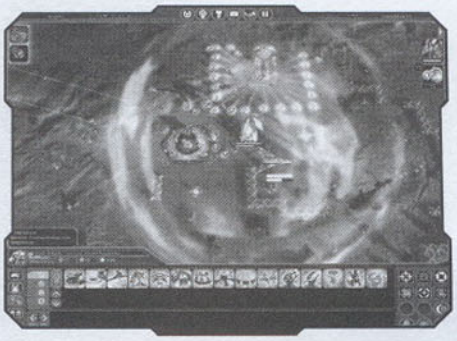
If you have not reached building limits, which is tough not to do, build a couple of T3 Heavy Shields next to the Control Tower before capturing it, then place T2 Point Defense and SAM Launchers inside the shields. You should transport many Engineers here to build things quickly. Move as many forces as you can here to hold off the UEF. You may even consider building a Land Factory under the shield just to kick out more Engineers. Capture the Control Center and be prepared to move quickly with the following strategy…

THE BLACK SUN CONTROL CENTER MUST SURVIVE

The map expands the moment you take over the Control Center, exposing the northern tip of the island. There is a hidden Cybran base there, including many Spiderbots! Move air patrols so that the aircraft fly down the center of the island. This allows you to keep your eye on them and attack them.

Move the air patrol route as the enemy moves to keep the pressure on. Have nukes ready to go. Fire ahead of their southerly movement—timing is critical. The moment you have seized control of the Control Center, begin building a T4 Colossus. Have 20 or more Engineers helping to build this monster. Make sure your economy is thriving. The Colossus can be completed just as any remaining Spiderbots reach the Control Tower.









DEFEAT THE CYBRAN COMMANDER

Also, move a large naval fleet to the shoreline of the Cybran base to start softening it up as soon as you can after capturing the Control Tower. The Cybran will construct Soul Rippers, but usually only use them if you don't finish off their base after successfully defending the Control Center. Flatten it any way you see fit. This Cybran base cannot defend itself against the number of missiles fired in quick succession from two Strategic Missile Launchers.

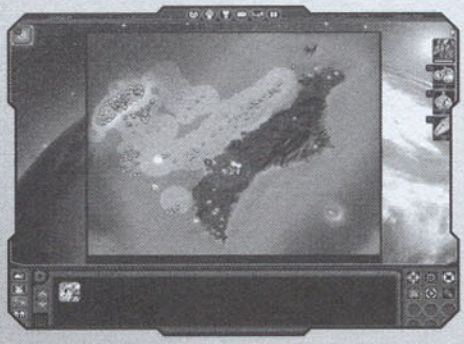




Make sure to take it out before dealing with Marxon's forces to the south. You do not need the Cybran entering the equation during the next objective. The Naval force, if large enough, usually takes out the Cybran Commander on their own without much managing, which is a good thing since you are trying to stop the Spiderbots. Even though the commander's explosion is nuclear, do a flyby to make sure you leveled everything.

DESTROY MARXON

The map expands the moment the Cybran Commander is killed, exposing the southern part of Black Sun island and Black Sun itself. Instantly, a very large fleet of Marxon's Aeon naval ships moves toward your main base from the south. Move your large naval fleet from the Cybran base to intercept this attack. Adjust your flight routes as necessary to assist your base.





Artillery from the southern base begins to fire on your Control Center base of operations. Build more Shield Generators and place your troops under them. Build as many Engineers as you can to construct four or more Colossus and a couple of Czars. Move your navy to the southern shoreline. They'll begin taking out defenses and Marxon's Naval Factories.









Marxon also has a Colossus or two, which he sends to your Control Center base. Use your Colossus and Artillery to counter this attack. When you're ready, move your small army of Colossus (and any Czars you've constructed) south to Marxon's base. Storm the southern defenses and look closely for the Strategic Missile Defenses. There are two of them, one on the west side and one on the east. Target these primarily.

There are so many defensive guns and other weapons that even four or five Colossus will not survive long. If you see Marxon, target him for a quick kill. Once one or two of the Strategic Missile Defense systems are down, you can start in with the nukes from both your Strategic Missile Launchers. So ends the Aeon Campaign…





TIPS

Here are some valuable tactics to keep in mind while you play Supreme Commander—many of which from the game testers at THQ.

ARMORED COMMAND UNIT

- Protect your Commander. This is your most valuable unit. Avoid sending him into battle at all costs unless properly upgraded and supported. THQ Tester: Dan Nelson.

- Use your ACU to build your Experimental units and nuclear weapons, as it is the fastest construction unit. A fully upgraded UEF ACU can build a Mavor in approximately 50 minutes as opposed to the Tech 3 Engineer, which takes 300 minutes. THQ Tester: Dan Nelson.

SUPPORT COMMANDERS

- Select your Support Commander and hold Shift as you right-click multiple structures in your base. When one of these structures is destroyed, your Support Commander will rebuild them.

- Activate Recourse Allocation upgrades of multiple Support Commanders to turn them into mobile Mass Fabricators and Power Generators that can move when there's danger or fight to defend themselves. Make sure your economy is in somewhat good shape before building these and don't neglect your defensive growth.

Doing this does away with the need for T1 Mass Fabricators and/or Fabricator and Generator Farms. Support Commanders do away with the need for more T3 Engineers.

- When you have a thriving economy, you can afford to use your Support Commanders as suicidal bombers. Upgrade their Personal Shield and send a group of them to storm the enemy base. They explode like little nukes, but not quite as devastating as your ACU's explosion.

SHIELDS

- When a Shield Generator goes down by enemy force, it takes a while for it to get back online. You can force it to come back on more quickly if you toggle it off and then back on. You could build multiple shields in an area and only toggle on backup shields when the main shield is damaged. However, this much management takes your focus away from other efforts, but if it is a serious attack that demands attention, these are good options.

- Shields protect you from artillery fire, but a T3 artillery installment will take out a shield in a few shots. It's best to be out of range of artillery of this magnitude, or make sure the enemy can't build one.

- Shield Barriers can be layered to provide optimal protection with very little management. Build a Heavy Shield over a regular Shield Generator and place several Mobile Shield Generators next to the Shield Generator structures. This gives you three layers of protection. THQ Tester: Mr. Strategio.

- Artillery strikes can shut down two shields at once if they are built too close to each other. Two to three bombers can take out a single shield. Toggling one shield off, while leaving the other one on allows you to save its shield power for when the adjacent shield goes down. THQ Tester: Mr. Strategio.

- Land a Bomber near a Shield Generator and then issue an attack order on the generator. The Bomber approaches and passes through the Shield Generator on takeoff and drops its payload inside the shields. THQ Tester: Mr. Strategio.

ECONOMY

- Power Generators placed adjacent to structures that use Energy will receive a reduction in energy cost. For example, build a Power Generator next to a factory and it will cost less to operate that factory.

- Mass Fabricators placed next to a factory reduces the amount of Mass it takes to run the factory. This is true if you place Mass Fabricators next to any weapon or structure that uses Mass to operate.

- Mass Storage or Energy Storage placed next to a corresponding producer of the same type will increase the production of that Generator, Fabricator, or Extractor.

- Nukes are cool, but they're also extremely expensive, so don't build one unless you have an extremely high rate of income. THQ Tester: Dan Nelson.

INTELLIGENCE

- Keep an Omni Sensor in your base whenever possible especially when playing against the Cybran. Aeon ACU and UEF SCU can also fulfill that role with sensor suite upgrades. THQ Tester: Genady Bragarnik.

- Send as many scouts as possible to cover every portion of the map especially every approach to your base. You have to know if the enemy is on their way to attack you. In Assassination games, it is always wise to know where the enemy Commander is. Players at some point leave their Commander in vulnerable situations, but you need scouting to know when this happens. THQ Tester: Mr. Strategio.

- Radar jamming tricks your opponent into thinking you have a larger force than you really do. If the enemy radar sees scouts with radar jamming approaching from one side, they might send their forces in that direction to defend. If so, have your real army ready to attack the now weakened side of the enemy base. THQ Tester: Mr. Strategio.

GENERAL WARFARE

- Cybran T3 Siege Assault Bots have Anti-Tactical Missile armaments. If you build enough of these units, they'll replace the need for Tactical Missile Defenses. Not only will they protect you from the Tactical Missiles, but they'll also bounce the missile back to where it was launched. THQ Tester: Mr. Strategio.

- Build defenses early to counter enemy rush attacks. THQ Tester: Dan Nelson.

- With the realistic physics of projectile fire, terrain can offer cover. If a row of Point Defenses lay on a lower terrain, a single unit can draw their fire, then get behind raised terrain and use it as cover. This allows other units to fire on the turrets without being attacked. THQ Tester: Mr. Strategio.

- Move Air Scout Units ahead of Bomber Units to draw the fire of anti-air targeting. THQ Tester: Logan DeMelt.

- The best way to deal with an enemy Aeon Galactic Colossus is to destroy it before it is finished; otherwise, you'll need Gunships—lots and lots of Gunships. THQ Tester: Dan Nelson.

- Most anti-air installations target the first unit that comes into firing range. Masses of weaker air units like Tech 1 fighters or spy planes can be sent in to draw AA fire and serve as cannon fodder to cover the approach of Bombers or Gunships. THQ Tester: Mr. Strategio.

- When sending cheap cannon fodder aircraft as AA turret decoys, try deploying Bombers first since they travel slowly. You can time the arrivals of the Fighters and Bombers by holding Shift and studying the ETA display. THQ Tester: Mr. Strategio.

- ACUs explode like nukes. In Supremacy and Annihilation games, you can use your ACU as an early mobile nuke. You can inflict massive damage on your opponent's base early in the building process and possibly cripple his production, while your production is still going. THQ Tester: Mr. Strategio.

NAVAL WARFARE

- If a naval attack is being hampered by Mobile Missile Launchers, send a Sub to the coast in their firing range. Surface the Submarine, then have it immediately dive. The Mobile Missile Launchers will fire at the Submarine only to have the missile explode on the water surface. Constantly surfacing and diving will draw their fire, as well as enable some Submarines to fire back while surfaced for a brief period of time. Commanders can also find cover in the water from most land and air based attacks. THQ Tester: Mr. Strategio.

- Aeon Frigates are more powerful when fighting from their sides since it has two turrets in the front and back. When fighting an Aeon Frigate, always face its front or backside so you only have to deal with one turret at a time. THQ Tester: Mr. Strategio.

AIR CANNON FODDER: Most anti-air installations will target the first unit that comes into its firing range. Due to this fact masses of weaker air units like tech 1 fighters or spy planes can be sent in to draw AA fire and serve as cannon fodder to cover the approach of bombers or gunships.

Practical uses:

- Needles in a Hay Stack(Nee HayS): If you mass tech 1 air fighters and manage to tech up Strategic Bombers, you can send in the tech 1 air fighters first to draw AA fire while having the Strategic Bombers following closely behind or in the pack making it difficult for the enemy to individually target them. It may be needed to send the bombers first since they travel slow, though you can time the arrivals of the fighters and bombers by holding shift and using the ETAs. In any case, through all the confusion the bombers should be able to drop their payload without initial resistance.

- Air Show Distraction(AegiS Defense): If you like to mass gunships, it would probably be best to send masses of fighters or spy planes to patrol around within an enemy base in a circle and send the gunships in to queue up a set of attacks on specific targets.

PASSING THROUGH SHIELDS: Both land and air units are able to pass through shields without any problems. If air units could fly low enough, then they could pass through shields and target the generators themselves. With a little micromanagement, this can be achieved under certain circumstances.

Practical uses:

- Low Approach Vectors(LAV): If you can land a bomber at the right distance away from a shield generator, then issue an attack order on the generator, the bomber is able to approach the shield generator during its take off flight and pass by it low enough to go through the shield and drop its payload inside the shields.

TERRAIN COVER: With the realistic physics of projectile fire, terrain can offer cover, which can prove useful in some situations.

Practical uses:

- Drama Queen: If a row of point defenses lay on a somewhat lowered terrain, a single unit can draw their fire and get behind raised terrain and use it as cover to shield that unit from harm. This will enable other units to fire upon the turrets without being attacked.

- Peekabo: If a naval attack is being hampered by mobile missile launchers, send a sub to the coast in their firing range. Surface the submarine and then have it dive right after. The mobile missile launchers will fire their missile at the submarine only to have the missile explode when it hits the surface of the water. Constantly surfacing and diving will draw their fire as well as enable some submarines to fire back while surfaced for a brief period of time. Commanders can also find cover in the water from most land and air based attacks.

SCOUTING: No matter what kind of game you play, the more information you have on your opponent, the better. Being aware of your surroundings, enemy movements, and positions will help you in planning the battle.

LIFT THE FOG: Send as many scouts as possible to cover, at best, every portion of the map that you can and, at the least, every approach to your base. If you know ahead of time that the enemy is coming, then you will have that much more time to counter the attack. In assassination games, it is always wise to know where the enemy commander is. If a foolish opponent sends his commander into the open for an attack, capitalize on the opportunity to end the game in a decisive victory. It may be more than likely that people will at some point leave their commander in a vulnerable situation, but you need to have scouting done to know when the time is right.

SHROUD OF DARKNESS: Stealth field generators can hide you from the enemy's sensors, but not from their visual line of sight or omni detection, which has limited range from the omni sensor and armored command units. If you manage to find a good place to setup a base that is far off, consider setting up stealth field generators so that even an omni sensor's radar will not be able to find it. It is even possible to sneak in some engineers to setup a base behind enemy lines and surprise them with a complete strike force manufactured within their borders.

BENDING THE TRUTH: Radar jamming is a valuable way to trick your opponent into thinking you have a large force than is really present. You can also mass scouts and if the enemy has radar and sees them approaching from one side, they might send their forces that way to match it thinking it was a large fighting force. This would shift their defenses and allow you to strike from the other side with your real strike force.

SHIELD PLACEMENTS AND USES: Shield generators can protect your buildings and forces from enemy fire. Depending upon their placement, however, shield generators can be used effectively or ineffectively for certain situations. Shields will take on most ordnances right on contact, though if shield barriers are too close to each other then they may soak up the same amount of damage from splash damage. Placement of the shields is key to which defensive tactic you are employing.

Practical uses:

- Ground Hog Shields: Placing shield generators next to each other can prove to be inefficient if left unmanaged. Artillery strikes can take out two shields at the same time with the same shots since the shields are so close to each other and the splash damage hits them both. However, if you toggle one off, while leaving the other one on, you can save its shield power for use when the other one goes down. When one goes down, you make the other pop up. This would prove most useful in a situation in which you are attempting to protect a specific target like a commander. If a string of strategic bombers are making a bombing run against your commander, two to three bombers can take out a single shield. Once that shield goes down, turn on a neighboring shield generator and repeat the process. With this tactic you will be able to withstand more strategic bomber strikes than you would have if left all your shield generators on by themselves.

- Cabbage Patch Shields: The interaction between shield barriers and ordnance fire is an explosion on contact and everything underneath the shield is protected. Due to this fact shield barriers can be layered in such a way to provide optimal protection with very little management. Have a heavy shield generator placed next to a regular shield generator and place several mobile shield generators next to them. This will give your 3 layers of protection. Once enemy ordnance has taken out 1 shield, it does not touch the second layer until it is exposed. Even if a strategic bomb hits the mobile shield generators, they will be able to protect the shield generators as long as it is completely underneath the mobile shield generator's barrier.

BASE SETUP: There is no one right way to setup your base. Every setup will enable you to fall prey to some weakness. It is just a matter of choosing a base build that you are comfortable with and can defend.

- Stronghold: Building a base from your start location and keeping buildings in near and tightly around the initial start point can make it easy to defend your single location. With tethering on top of that you can have multiple buildings sharing the tethering bonuses from the same buildings. The advantage in having a tightly knit base is that it is easy to manage, you have fewer places to defend, fewer defensive emplacements can be used to cover all approaches to the base, and space management is more efficient with tethering bonuses being applied. The disadvantage in having a single strong base is that if you lose your base, then it is probably end game for you, so you must be able to defend it well. Tethered structures may also pose you a dilemma should they explode and cause a chain reaction throughout your base.

- Satellites: Building multiple bases that are not close to each other enables you to strike from various locations and force your enemy to attack various locations to ensure your demise. Should something occur that would destroy your main base, like the destruction of your commander while in the base or a nuke strike , then you could still be operating with a network of bases capable of rebuild and reinforcing your army.

Thanks

Tips in this section were provided by Mr. Strategio and Logan DeMelt.

SUPREME COMMANDER

OFFICIAL STRATEGY GUIDE

Written by Tim Bogenn

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BradyGAMES® Publishing

An Imprint of DK Publishing, Inc.
800 East 96th Street, Third Floor
Indianapolis, Indiana 46240

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ISBN: 0-7440-0895-6

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 07-1 shows that the first printing of the book occurred in 2007.

10 09 08 07 4 3 2 1

Manufactured in the United States of America.

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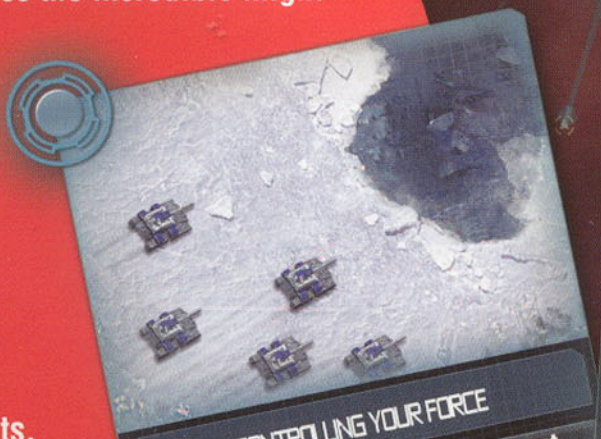
AUTHOR ACKNOWLEDGEMENTS

I'd like to thank all the guys at Gas Powered Games and THQ that made this game and guide possible, but especially Galen Paolini, Chris Shanks, Jonathan Bloch, Steven Kitchens, and David Kirwan. As always, thanks to everyone at BradyGames, especially David Bartley, Colin King, and Wil Cruz.

A special thanks goes out to Intrex Computers of Greenville, NC, for tricking out my system to play this great game the way it was meant to be played—in high res, on two monitors and with smoking speed!

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ISBN 0-7440-0895-6
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